

the citadel

issue 38

TM

Journal

The Games Workshop magazine by Fanatic, for fanatics!

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Ork Bomber

(For the full rules see pages 80-83)





Is it cos I is Fanatic?

All Change...

Blimey, it's all change around here! You will have by now learned of the emerging Fanatic empire of which the Journal is the flagship. Andy Jones is off to enter the chamber of the High Lords of Terra whilst games developer Jervis Johnson will take on the mantle as the High Inquisitor. Fanatic incorporates all of those other glorious magazines: Firepower, Deathblow, Town Cryer, Gang War and the Blood Bowl Compendium all of which, through sheer weight of demand, are to become regular magazines and will

Steve's Slot...

continue to give support to those secondary games systems that you know and love.

The Journal is getting a much needed face-lift too (unfortunately the editor isn't!) as of next issue. To launch this cool new Fanatic look the Journal will grow in size similar to Inferno (there'll be slightly fewer pages but they will be bigger!) and the price will drop to £3.50 now that can't be bad, can it? The Journal will continue to be your favourite hotbed of heresy and insanity and will continue as the mag written by gamers for gamers. There will be more of an emphasis on Warhammer and Warhammer 40,000 and those more obscure games that aren't covered elsewhere by Fanatic Press: Gorkamorka, Space Hulk etc. The Journal will also

model conversions, dioramas, terrain articles and club info. Phew! We've certainly got our work cut out for us.

Right that's enough waffle, what about this issue? Well, we've raided the desks of Gav Thorpe and Andy Chambers to bring you some genuine Chapter Approved scenarios for Warhammer 40,000, there's a stompin' Battlefleet Gothic campaign, modelling workshop returns showcasing the incredible talents of Sean Patten, the Orky Fighta-Bommer drops in from Imperial Armour and there's some seriously strange goings on with Squigs in 'A Day at the Races'. All of that plus your usual rants in mailbag, tournament reports, scenarios and stuff.

Read on, you know you love it!

Steve

• COMING NEXT ISSUE...

- Gav Thorpe's new Eldar Harlequin army list for Warhammer 40,000.
- The Imperial Lightning Attack Fighter ready to take on those Orky Bombers from last issue, the latest from the forges of Imperial Armour.
- Rules for fighting battles of Warhammer underground.
- Dok Butcha returns with more cool modelling conversions and tips.
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BATTLEFLEET GOTHIC

TM

SEVERED DREAMS

A campaign for Battle Fleet Gothic

By Matthew Sprange



Arrr, me hearties

I'm Matt, and I am a 25-year old Computer Engineer from Swindon who spends FAR too much time in the Warhammer 40,000 universe. I have a veritable legion of Dark Angels, ably supported by the Sisters of the Argent Shroud, though I have diverted a little into Eldar and Necrons of late. For Battlefleet Gothic I have a very large Imperial fleet, together with a few Slaaneshi ships to provide some 'sport', though I plan to beat my friend at his own game and start collecting Eldar soon. Epic 40,000 also gets a look in from time to time and I am trying to piece together a campaign that combines all three games into one epic struggle!

Severed Dreams is a more advanced campaign for Battlefleet Gothic, depicting the struggle of a human colony striving for independence from an oppressive Imperium. Please note that the primary aim of this campaign is to provide players with a series of very exciting and intense games, rather than trying to be fair. That said, either side can win, it all rests on how well you do in the early battles!

Euripedes IV orbits Verdana VII, a little explored planet with little potential for supporting life or mineral wealth. The station serves as a trading post and stop off point for ships travelling to and from Verdana VI a well populated agricultural world with large, but few cities. The Verdana system overall is not a wealthy one, but it has suffered the predations of pirates from neighbouring systems and even small Chaos fleets from time to time. Ork pirate fleets, in particular, have been on the rise over the past few years and so the Euripedes IV was granted with an upgrade of weaponry, giving it the capability to stand up to most war ships, let alone the primitive ships the Orks typically use. The station is far too valuable to the Imperium to let any harm come to it, particularly as it can also serve as a Navy repair and re-arming outpost.

Captain Leigh took command of Euripedes IV just a year ago and was welcomed by all the civil fleets that travel through the areas of space that the station protects. He made a name for himself in the Corin system as the commander of a squadron of Sword-class Frigates when he spent several years chasing the fleet of Ork Warlord Grimtoof out of Imperial space. On receiving his promotion to Captain of Euripedes IV, Leigh

immediately began to make the station work the way he wanted it. Trade, particularly amongst alien races, was encouraged and any marauding raiders were quickly driven away by the station's small fleet of escorts, usually under the direct command of Leigh himself.

That was when the rumours started. A few of his officers made the suggestion that Leigh was being far too lenient with the alien races, that he was not putting humanity first. Many of the races were openly welcomed by Leigh and encouraged to trade, not with just the Imperium, but with each other. Euripedes IV thrived under this system, as many traders were coming from light years away, though the other officers pointed out that if trade was only permitted with authorised merchants from the Imperium, a greater profit could be made. Captain Leigh immediately arranged for these officers to be reassigned elsewhere in the Imperial Navy.

However, the Imperium is a huge place and if one of its station commanders was a little eccentric, what did that matter whilst open warfare was waged in neighbouring sectors? Trade in the system had nearly doubled and pirate fleets all but vanquished since Captain Leigh had taken over.

The Priesthood on Terra were satisfied.

This all changed when a civil uprising occurred on Verdana VI. A blight had settled on many of the crops on the southern continent of the planet which, for an agricultural world, was very serious indeed. Captain Leigh immediately began to organise food drops with the many traders on his station, but he was too late to stop the riots that swept through the southern cities. The population panicked when it was realised that food might become scarce within months. Unfortunately for the citizens of Verdana VI, a small Imperial fleet was just leaving Euripedes IV at that time and it was duly dispatched to quell the uprising. Seeing little of value on the planet beneath him, the Admiral in command ordered his ships to commence bombardment of the most heavily populated city on the southern continent. Within just a few hours, the entire city, and its population, had been razed to the ground. The rioting across Verdana VI halted almost immediately.

When reports of what the Imperial fleet had done began to reach Euripedes IV, Captain Leigh was incensed. Millions of people had been killed in an instant by an ignorant Imperial officer who had refused to understand the citizens concerns. After all, these people only wanted food. It was said that when Leigh first heard the news, he had stormed off in a dreadful rage. When he finally calmed down, he announced that he could not tolerate such brutal actions from an uncaring Imperium. He declared that Euripedes IV was seceding from the Imperium and

would become an independent state in the Verdana system. On learning of Captain Leigh's treachery, the Imperial war machine began to swing into action, ready to oust the traitor from his fortified station...

SCENARIO ONE: NO RETURN

The Imperium immediately set up a blockade around Euripedes IV, blocking any ships from entering or leaving the station. A lot of the traders, some of which were little better than pirates, were experienced at avoiding such attention and a lot of the smaller ships slipped through before the blockade was properly in place. Captain Leigh knew that the Imperium had the capability of suffocating his supply runs as they built up their forces for a major assault on his station. He paid a huge amount of money from the station's funds to a few of the traders in exchange for much needed supplies - food, fuel and weaponry. He also guaranteed their ships protection and detached a large portion of the station's defence fleet to protect these vital transports. The Imperials very soon saw the small fleeting amassing and sent their own ships to destroy the transports.

FORCES

Euripedes IV: 300 points of Escorts, no Fleet Commander, 6 Transport Ships.

Imperium: 300 points of Escorts, no Fleet Commander.

BATTLEZONE

Deep Space.

SET-UP

Despite the differences in fleet composition, the set-up

for No Return is identical to Scenario Five, Blockade Run in the rulebook, with the forces of Euripedes IV as the fleet trying to break through.

FIRST TURN

Both players roll a dice and the player with the highest score may choose to go first or second.

GAME LENGTH

The game ends when all six Transport Ships have either escaped or been destroyed.

VICTORY CONDITIONS

The fleet from Euripedes IV is trying to keep all its Transports safe, whilst the Imperium tries to destroy the supplies that are on route to the station. The forces Euripedes IV has in the next battle will depend on how many of the Transports are able to escape.

BATTLE TWO: FROM ASHES TO ASHES

Morale had sunk to an all time low on Euripedes IV. After all, they had just taken up arms against the Emperor of Mankind and retribution was sure to come. By this time, a few of the food transports that Captain Leigh had arranged for Verdana VI had begun to land on the planet and the people there were grateful. Leigh realised that if he could just prove that his rebellion had a chance, not only would the people on the station start to back him all the way, but the citizens of Verdana VI may come to support him as well. If that happened, Leigh would have the resources of an entire planet with which to hold back the forces of the Imperium. He started to search for a means to provide

this morale boost. He needed to find a victory. Within days, he had found it. The Imperial fleet had started to get over confident with its blockade, as more ships were added and the blockade became much harder to breach.

The Imperial fleet knew that Leigh only had a small defensive fleet of escorts under his command and that he could not afford to lose them as they would be needed to help fend off the assault on Euripedes IV. The few of Leigh's escorts that had been sent to watch the Imperial line reported that a single Cruiser had been separated from the bulk of the fleet. No doubt the Imperial Admiral believed that a single Cruiser was more than enough to overcome any resistance it may face from Leigh's small fleet. Captain Leigh leapt upon the opportunity. He gathered as much of his small fleet as he dared risk and sent them to strike at this unprotected Cruiser. If his people needed a victory, then surely the destruction of a major Imperial warship would be it!

FORCES

Euripedes IV: Dependant on the amount of Transport Ships that survived in No Return:

0-2 Transports survived - 150 points

3-4 - 200 points

5-6 - 250 points.

Escorts only, no Fleet Commander.

Imperium: One Cruiser of up to 200 points.

BATTLEZONE

Deep Space

SET-UP

This is a standard Cruiser

Clash, as shown in the rulebook.

FIRST TURN

Both players roll a dice and the player with the highest score may choose to go first or second.

GAME LENGTH

The game ends when one side has either been completely destroyed or disengages.

VICTORY CONDITIONS

The fleet that destroys its enemy or forces him to disengage is regarded as the winner in this battle.

BATTLE 3:

FORTIFYING THE ALLIANCE

The citizens and indeed, the Governor, of Verdana VI were sympathetic to the cause of Euripedes IV. After all, Captain Leigh's arrival had chased out all the pirates and raiders that used to lurk within the system, making space travel throughout the entire system safe and they were all very grateful for the food drops that Leigh had arranged. The Imperium had shown them no mercy, but Leigh had been there when they most needed it. Now that Euripedes IV was clearly in trouble, the entire planet felt obligated to help and so Verdana VI declared for Leigh's cause. The Imperium's response was swift and predictably brutal. A small fleet was dispatched to the rebellious planet with the intention of wiping Massai, the planet's capital, off the face of the planet. Captain Leigh was joyful when he heard that Verdana VI had declared for him, though he knew exactly what the Imperial response would be. He could not afford to lose

his great ally at this stage and so once again, he gathered his fleet, this time with the intention of saving the millions of lives within Massai.

FORCES

Euripedes IV: 500 points of Escorts and Light Cruisers, plus all the surviving Escorts that survived Ashes to Ashes. Verdana VI has three Orbital Weapons Platforms positioned in orbit.

Imperium: 500 points, plus the Cruiser from Ashes to Ashes, if it survived. If used, the Cruiser retains all damage it received in that battle, though any repairable Critical Hits will be fixed.

BATTLEZONE

No Celestial Phenomena.

SET-UP

The two fleets are set up as in Cruiser Clash, with the medium-sized planet of Verdana VI positioned in the middle of the table, directly between the two fleets. The city of Massai is located on the side of the planet facing the forces of Euripedes IV. The Orbital Weapons Platforms may be positioned by the Euripedes player anywhere within 15cm of the planet.

FIRST TURN

Both players roll a dice and the player with the highest score may choose to go first or second.

GAME LENGTH

The game ends when the Imperial fleet has been destroyed or when the city of Massai has been razed to the ground.

SPECIAL RULES

The city of Massai must be destroyed by the forces of the Imperium. It may only be

attacked by a ship that is in orbit of Verdana VI and is counted as having Damage 8 and Armour 6+.

VICTORY CONDITIONS

The city of Massai is the key to this battle. If the forces of the Imperium destroy the rebellious city, they will have crushed almost all hope for Captain Leigh's revolution, whereas if the city survives, the entire planet will support Euripedes IV. The final battle will depend a lot on what happens here, so fight hard!

BATTLE 4:

SEVERED DREAMS

The Imperial Admiral knew that time was going to run out sooner or later. If the entire Verdana system could be made to turn to Captain Leigh's cause, it was anyone's guess to how far his influence extended to the traders and alien races that regularly visited the station, or even to neighbouring systems that could turn sympathetic to the rebellion, not to mention the thrice-damned Eldar that Leigh had apparently befriended. The assault on Euripedes IV, the battle that Captain Leigh had been dreading, was about to start. reports came in quickly to the station of the Imperial fleet massing for the attack and it was known that the Admiral had already requested reinforcements from his Sector Command to make his victory overwhelming. The station's personnel, now almost fanatical in their loyalty to Captain Leigh, began hurried preparations to the defence of Euripedes IV, knowing their chances of success were small, but aware that if they could win just this one battle then it could well be many years before the

Imperium was able to mount another attack. Captain Leigh seemed to be everywhere on the station, promising victory and bolstering the morale of those under his command. He had hurriedly sent a distress call to his former Eldar allies and prayed that their forces would rush to his aid with all haste, though he could not know whether they would appear in time to swing the battle.

FORCES

Euripedes IV: The Euripedes IV Station is used in this battle, commanded by Captain Leigh. To aid its defence, the station will have 2 Cruisers of up to 200 points each and all the surviving ships from Fortifying the Alliance, if the Euripedes player won the last battle. If he lost, he will only have the station and the meagre defence fleet it is able to pull in from patrol - 150 points worth of Escorts. The Eldar are racing towards the engagement with 500 points of Eldar ships chosen from the fleet list.

Imperium: 750 points, plus all the surviving ships from Fortifying the Alliance. In addition, the Imperium has dispatched an extra Cruiser worth up to 200 points as a reinforcement that is heading for the engagement.

BATTLEZONE

Outer Reaches but ignore any result that places a planet on the table.

SET-UP

The two fleets are set up as in Cruiser Clash, with the medium-sized planet of Verdana VII positioned in the Euripedes player's set-up zone. The Euripedes IV Station may be placed

anywhere that is within 15cm of the planet and inside the deployment zone.

FIRST TURN

Both players roll a dice and the player with the highest score may choose to go first or second.

GAME LENGTH

The game ends when either the Imperial fleet has been destroyed or Euripedes IV has been boarded.

SPECIAL RULES

For this battle, the players will need to keep track of the turns. At the start of the fourth Imperial turn, the Imperium's reinforcing Cruiser may be brought on from their table edge. After this, the Euripedes player rolls a dice at the start of each one of his turns. On the roll of a 5+, the Eldar fleet arrives to reinforce Euripedes. The entire fleet appears through a previously unknown and invisible Web Way and must be placed anywhere within 30cm of Euripedes IV. As soon as they appear, they move and fight normally. To capture Euripedes IV, the Imperial player must 'destroy' the station, reducing it to 0 damage points through a boarding action. Damaging the station beforehand with weaponry to 'soften' them up is fine, but both sides need to keep Euripedes IV intact.

VICTORY CONDITIONS

If Euripedes IV survives the Imperial assault, it will become a symbol of light in an otherwise bleak universe, serving as a rallying cry all across the sector to the disillusioned masses. However, if the Station falls, the Imperium can rest safe knowing another rebellion

EURIPEDES IV STARFORT

Commanded by: Captain Leigh: Leadership 9, 2 extra re-rolls.

TYPE/HITS	SPEED	TURNS	ARMOUR	TURRETS
Defence/10	0	0	5+	5
ARMAMENT	RANGE/SPEED	FIREPOWER	FIRE ARC	
Lance Battery	60cm	4	All round	
Weapons Battery	60cm	12	All round	
Launch Bays	Furies: 30cm	6 Squadrons	-	
	Starhawks: 20cm	6 Squadrons	-	



(Left and below) Matt's Euripedes IV starfort – note the refuelling cruiser.



Build your own Starfort

Well, it all started when I entered the Gothic War campaign weekend. The Mail Order stand had a deal on various planetary defenses, but there was a weeks delay on delivery. I ordered them but when they arrived I could not remember how they were put together by the Mail Order team. So, I started with a Titan base and started gluing on metal pieces. I tried to get the 'front' of the station looking smooth and well defined, whilst the 'rear' had all the workings and gubbins. There are several places for ships to dock and more weapons than you can shake a Terror Ship at...

against the Master of Mankind has been crushed – Imperial justice prevails! If the forces of the Imperium accidentally destroy Euripedes IV, then the entire campaign will be a draw. Obviously, the station's cause will be lost and the Imperium will have lost a major station in a dangerous area of space.

AFTERMATH

The campaign need not end with Severed Dreams. If the station is captured, Captain Leigh will not even get the benefit of a trial and be

summarily executed, though the Eldar and pirates are likely to plague the sector again. If Captain Leigh retains control of his station, things could go one of two ways. First, the galaxy is a huge place and it may be many years before the Imperium is able to spare the ships for an overwhelming assault to remove the traitorous Captain. During this time, Captain Leigh will bolster the defence of Euripedes IV, perhaps making alliances amongst the alien races that visit the station. Perhaps he will attempt to

extend his control further and set about freeing neighbouring systems from an oppressive Imperium. Or maybe the Imperium will just send a large fleet with orders to bombard the station into twisted metal. The Severed Dreams campaign ends with the fourth battle, but there is no reason why you should not take the characters and ships that have been through the conflict and start to create your own legend of Euripedes IV.

**CHECK OUT HOT FROM THE FORGES
(PAGES 57-61) FOR SOME COOL FLEET
DEALS FOR YOUR GAMES OF BATTLE
FLEET GOTHIC.**

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1. What do we need?

- **We need to know who you are.** In order to get your article in print, we need to know all about you, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

- **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will playtest them or do that figure conversion he's telling us about and show us the photographs and the battle-report. Fanatic Press isn't about theory, it's about what's really happening in the Games Workshop hobby.

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- **Send us photographic evidence.** We want to SEE what you've been up to. If you have some funky new rules for some new troop type, show us your models, show us your gaming area, show us your mates gaming with you etc.

- **This point is so important we'll write it again!** We want REAL hobby material from REAL hobbyists! These are your mags!

2. Decide what article you want to write

For example:

- A scenario for one of our game systems
- The house rules that you use in your games
- Ideas for collecting, modelling, converting and painting Citadel miniatures
- Tips and tactics
- A review of a tournament/convention you have attended
- Your Games Club

Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. Fanatic Press makes grungy mags!

3. Get writing!

As a guide there are three kinds of submission that we can work with:

- **An article that has the nucleus of a great idea.** These we will send back with a copy of our full writer's guides, so that you can re-work it into a publishable format.

- **A good article with some sound ideas which needs moderate editing.** Generally these are acceptable but sometimes we will return them for re-working.

- **An excellent article which is also typed (double-spaced!) with photographs, maps, conversions, etc. where necessary, and supplied on disc as a text document.** This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even!) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters and Army Lists.**

4. Check your work

Everything that goes into a Fanatic Press publication is carefully checked but it makes our lives a lot easier if you check your work over – or, better still, get a friend to check it for you!

Things to keep in mind are:

- **Is it Games Workshop?** Your article has to be based on one of our more current games.

- **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

- **Is it interesting?** Try and make it original and innovative.

- **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

- **If you use someone else's ideas within your article** (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

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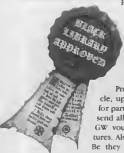
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Down amongst the Dead Men

A Necromunda Scenario

By Greg Smith and Charles Lister



My gaming group had the good fortune to be invited to demonstrate at the Games Day 1999, and for that event, Greg concocted the following scenario - using our campaigns Escher Gang, a large amount of Zombies and some really old Judge and Ambull (more on them later) figures. Although initially daunted by the wonderful display at the event, once we got started it all seemed to go well - especially as we were kindly supplied with rations!!

It was pleasantly surprising how many people wandered over to see our little game considering what else was going on and due to the mass interest in the Ambulls, in particular, I thought we should write up the scenario so others can have a go.

The scenario depicts that in the aftermath of a hivequake,

the notorious Karloth Valois has arisen from the Abyss with a horde of Plague Zombies to wreak his revenge on the Hive. Several settlements were quickly overwhelmed, the lucky ones being killed, the others joining the increasing mass of walking dead. Only a few Adeptus Arbites manning the remnants of checkpoint 13 stood between Valois and his hordes and the devastated hivers.

Outnumbered, the few defenders of Law fought hard against the shambling mass of zombies, but Karloth had a ace up his sleeve, he had been busy in the Abyss, and had found a ancient Warp Gate, of unknown Province.

It lead to the notorious world of Luther McIntyre IX, home of the renowned Ambulls. His powers enabled him to influence several of the beasts

which he now unleashed on the Judges. The hungry and angry Ambulls made short work of several Judges and if it had not been for the arrival of a local gang, who had recognised the danger to their own territory and families, they would have fallen too soon. However, their arrival managed to hold back the tide of horror long enough for additional reinforcements to arrival and contain the zombies.

This scenario, is in essence, quite simple, Karloth wants to slaughter all those who stand in his path of Vengeance and the Judges and Gang want to stop him dead - literally if possible.

TERRAIN

The defender(s) sets up the terrain as shown in the map, there should be line of

fencing, barbed wire, obstacles and the like to mark the defensive wall, and one large building to represent the remnants of the Checkpoint building.

More buildings should be placed at the rear of the table to represent the outskirts of the settlement.

GANGS

The Adeptus Arbites (Judges) set up first, in or within 6" of the checkpoint building, the Bike is not moving at the start of the Game.

Karloth Valios, an Ambull and 2D6+6 Zombies enter on the first turn.

The Gang Members arrive on their first turn.

Additionally, Karloth's player should roll 1d6 at the start of each of his turns – that many additional Plague Zombies arrive and enter on his table edge. As long as Karloth is not Out of Play this roll is made – even if he is down. Once he is Out of Play no more Zombies arrive.

STARTING THE GAME

Karloth takes the first turn and enters with his horde of Zombies and one Ambull, anywhere along his table edge, moving as normal, he and/or the Ambull can run/charge if they wish,



subject to normal rules. Plague Zombies move 2D6" in the normal fashion, unless of course they start within 9" of Karloth, when they roll 3D6" and pick the two dice for their move distance.

The Judges take the second turn and the Gang move onto the table (same rules as above) at the same time. For the purposes of this scenario, the Judges and Gang take the same turn.

ENDING THE GAME

If the Judges are all killed (or down) and the Gang has Bottled (or all dead/down), the game ends, similarly if Karloth and all his minions are destroyed (unlikely). Otherwise the game ends when both players have taken eight turns, when Adeptus reinforcements arrive.

EXPERIENCE

The usual experience awards apply:

- +d6 survives,
- +5 per wounding hit,
- +10 to Gang Leader if meets objectives (see below).

In addition the following awards are made.

- +5 for surviving h-to-h combat with a Ambull (per round),
- +10 for killing an Ambull.

OBJECTIVES

The Gang leader needs to stop the Zombies and in the best case, keep at least one Judge alive to reap the rewards. Should at least one Judge be alive AND the gang did not bottle out the defending leader receives +15 Experience and may have either Watchmen Status (see Outlanders p8) or an additional territory of his choice.

Should the Gang NOT bottle out but the Judges are all killed (not just down) the leader gains +10 experience and a +2 modifier on the Outlaw table (for next 2d6 games) or 2d6x10 credits reward.

Should the Gang Bottle Out there is no additional rewards.





There is no experience for Karloth or his horde – but it is reward enough to watch them shambling menacing across, consuming all in their path.

SPECIAL RULES

You will not be surprised to find that there are lots of these!

1. Karloth

Rules for Karloth and Plague Zombies can be found on page 80 and 28, respectively, of Oudanders.

2. Ambulls

Natives of the dangerously hot polar rock deserts of Luther McIntyre IX, attempts at domestication have resulted in them being found on many planets in the Imperium. They have huge barrel chested bodies and ape like stance. Both the legs and the arms end in iron hard claws used



for tunnelling through the soft stone that covers their native land. Ambulls pursue Crawlers and other creatures through the tunnels and their huge jaws are used to grab their prey from the loose rubble. They adapt well to most environments and will eat all manner of living creatures.

M	WS	BS	S	T	W	I	A	Ld
6	5	0	5	5	3	5	3	8

Ambulls are huge ferocious creatures that cause Fear and due to their size and power do not suffer from pinning.

As they have Strength 5, opposing armour rolls are at -2 to save.

3. The Judges

The Adeptus presence at the Checkpoint is represented by several Judges, one of which is a patrol judge on a bike. None of the Judges have to take ammo rolls as their equipment is well maintained and supplied. The Sanctioned Psyker does not have to make roll on the Perils of the Warp table if he rolls a 2 or a 12, but her powers are then exhausted for the rest of the game - on a roll of 2 the power can be used as normal for that attack.

Judges (Adeptus Arbitres)

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	3	1	4	1	8

Standard Equipment: Bolt Pistol, Boot Knife, equivalent of Carapace armour (4+).

Standard Skills: True Grit.

In addition: The two Street Judges, Joe and Armitage, have Crack Shot, Rapid Fire (Bolt Pistol) and the Iron Jaw skill (or chin).

The Sanctioned Psyker, (or Psi-Judge) Cassie, has Dodge, Step Aside and the Psychic powers: Mental Assault, Mental Strength and Zen Shootist

The Patrol Judge is on a Bike (See Gang War 1 for rules, what do you mean you haven't got it?) which has a autocannon on a centerline mount (fixed forward 90° arc) and he is additionally equipped with a shotgun with Solid, Scatter, Hotshot and Bolt ammunition.

Note: As you may have noted, these rules are NOT those officially created for the Adeptus, (as seen in Battles in the Underhive). We were using our old Judge Dred figures – and these rules take account of that – should you wish to use the "standard" Adeptus rules you may wish to increase the horde and/or not use the gang. One rationale (if you need it) is that these are actually auxiliaries recruited from the Hive – hence the sanctioned psyker- to help bring the Imperial Law to the lower depths of the Underhive – or like us you can use them because they were what we have and they looked good. In the same way you may notice, if the photos come out, that we used Kaleb Dark for Karloth – for the same reasons.

4. General

Between the horde, the checkpoint and the settlements beyond is a



defensive fence/barrier, a mixture of formerly powered fence (now off-line), barbed and razor wire and the like. There is only a small entrance gap as depicted on the map. A figure that starts their movement turn in contact with the barrier/fence may spend all their movement to clamber over/through. The fence/barrier provides cover as normal. (-1 to hit if firing through, negated if standing against it.)

ADDITIONALLY

When we played it at the Games Day we found that the Judges were overwhelmed a

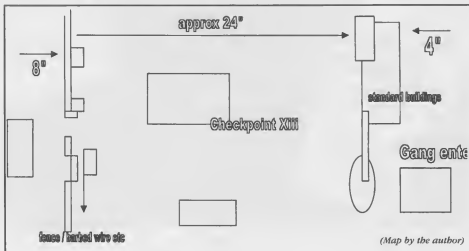
bit too quickly as we had two Ambulls and the Gang did not arrive until turn two. This meant that, after a short and very brutal fight in the checkpoint building, the Judges were slaughtered, leaving the Gang alone to fight the horde – which was a great fight – but somewhat worrying for me running my Escher Hell-Kats!!

I lost a juve and a Ganger (and counted myself lucky), but Callisto with her swords once again cut a swathe through the Zombies – swords have OFTEN been a life saver against Zombies – literally – though not for my

departed (and consumed heavy).

The scenario outline above has a few changes to reflect this, but if you do not think this a big enough challenge to the gang – by all means give Karloth an extra Ambull and/or say that if he rolls a 6 for Zombies he gets an Ambull instead (not as well as the Zombies!).

One of the highlights of subsequent testing was the exploits in hand to hand of the PSI-Judge Cassie – who took out 8 Zombies in the course of the game and survived with not a scratch.





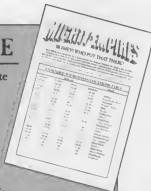
This feat was only undone (posthumously) by the unknown bounty hunter hired by the Shadows (a Delaque gang) who fought a Ambull for THREE rounds of hand-to-hand combat, wounding it once, before succumbing to its claws. Once he fell – so did half the gang – a warning to those who want to take on Ambulls!!



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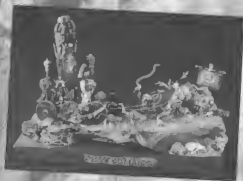
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MODELLING COMPETITION

MASTER OF CHAOS

by SEAN PATTEN

Sean Patten is without doubt a terrain-making master. After his wonderful forgeworld terrain featured in Gang War 5, this is his collection of superbly evocative Chaos terrain. Be amazed by Sean's prestigious talents, and there is more yet to come.



NECROPOLIS

Above is a long exterior shot of the Necropolis. This is one of the largest and most detailed pieces of scenery I've ever made (*and Sean's made a lot!*) It took about a month to build and three days to paint. The main component was a plastic castle front from one of those imitation Lego toys. I extensively detailed it, including the interior. This is the first time I've done an interior for a building, and let me tell you, it's a lot of work! Although mainly a chaos piece, I plan to make some modular parts that I can swap in to make it look more Imperial- that way it can double as an Imperial church, prison or fortress suitable for the Adeptus Sororitas.

Right is a close-up shot of part

of the exterior. The spikes that run up the buttresses are rubber floor matting cut into strips - the floormat had a

spiky pattern on the back to keep it from sliding. Dangling from some jewellery chain is a skeleton (plastic figure)





crammed into a cage (from a pirate ship toy). The spikes around the balcony are from the old plastic Battlewagon kit (no longer available). You can still get some of the spiky bits on the Track Sprues included in the Gorka Morka Bitz set. The spiky railing at ground level was cut by hand mostly, although the holes were already in the piece I started with. HO scale railroad track

provides most of the ladders. All of the skull detail is actually 'sculpey' castings out of a mold I made myself – great for detailing large, flat surfaces.

Above is an interior shot of the Necropolis. This shows about 2/3 of the whole thing. In addition to the walkways at the roof level, there are three interior levels. Note that on

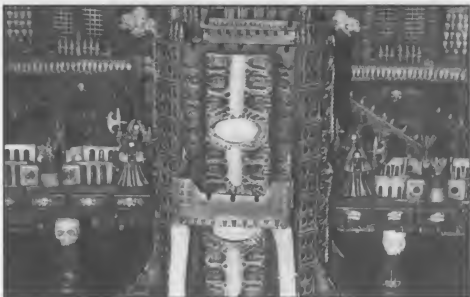
both sides, ladders run up the side walls (not seen here) to allow access between the floors. The main floor includes the entry gate, a chandelier (from a "Phantom of the Opera" McFarlane toy), tables, and screens for the main windows. All the winged skulls seen are charms I bought at a bead store. The middle floor has a torture chamber (that's the chair in the middle with chains on it), some nice columns, and

vented boards over the ground level windows. Metal grates in the floor (barely visible behind a column) lead to the dungeon. The dungeon is at the bottom, of course – just barely tall enough for a Skaven to fit in. Note the skeleton chained to the wall, and the various supplies in storage below.

NURGLE TOWER AND DAEMON

The tower on the right is a converted Battlemasters plastic tower. I added the face, hanging chains, and other gritty bits and made it good and grungy (it also doubles for Gorkamorka scenery). The gigantic Great Unclean One is a converted Poacher action figure from the Total Chaos line of Todd MacFarlane (Spawn) toys.





THE BLACK TOWER

The black tower (above) has lots of ladders, but each is topped with some nasty spikes. The disturbing biological shapes down the centre of each tower face are vacu-formed plastic panels with a very Tyranid-esque look to them. Tyranid styling works great for Chaos if you just paint it dark enough, by the way. The spikes are from the Battlewagon Track sprues (only available in the Gorka Morka Bitz set). You can see more spikes on the Necropolis in the background. The bridges behind the tower were made from shelf brackets, Battlemasters plastic chaos warriors, plastic forks, wedding cake columns, and various other bits to numerous to list. I primed both these pieces in black, then drybrushed with dark red, grey, steel, and gold for various tones. The white bits are painted white, then washed with brown. To supplement the bridges, I made the two towers on the

right. The main body are plastic trellis pieces (used in wedding decorations). The skulls are candle holders. The crow's nests were made from old dot matrix printer rollers. The spikes are wire mesh screening for rain gutters, cut to size and glued around the inside of the printer roller pieces. The rib cages at the base are from an old Skeleton Warriors toy (the jet bike, I think). The cupolas on the

front are made of plastic step pieces from wedding cake decorations. The spikes and dangling chain details are from the Chaos Rhino sprue (which I highly recommend for detailing chaos scenery). These pieces are ideal for placing at the end of bridges, on either side of gates, or anywhere your chaos heavy weapons troops need a place to hang out.





THE BLOOD POOL

A rather unpleasant chunk of Chaos scenery. The Blood Pool is based on an Alien Queen's Lair toy, with loads of Skeleton Warrior bits (Skeleton Warriors was a short-lived Action Figure line). The spikes are toothpicks (cocktail sticks). The blood is a gloss red enamel paint, with an extra coat of gloss lacquer added over it. The poor little skeletons in the pool are Warhammer plastic skeletons (you'll see these poor tortured guys in all my Chaos scenery). Right is a back view of the blood pool. You can see more skulls- two are plastic novelty rings, the other is part of a Spawn Total Chaos action figure. The bony ribbing on the right is actually flexible tubing (for sheathing wiring), cut in half lengthwise and

added on. I usually paint bones with a white base coat, a hasty brown wash, and then a white drybrush for a sharp finish. The chain ladders are made of heavy duty jewellery chain, with short sections of toothpick shoved through

each link and painted up with metallic enamels. In the picture above you can see some of my Chaos Space Marines, this gives some idea of the size. A piece like this would make excellent terrain for a Dark Elf army as well.





CHARNEL PIT

No self-respecting Daemon World should be without it's piles of charnel. Above is a shot of several pieces I made for "filler" scenery for a Chaos campaign I played (you may have noticed them scattered throughout the rest of the Chaos pictures). The "trophy rack" is made of a cut up Warhammer Quest arch, two

skeletal hands from a Skeleton Warriors toy (no longer in production, sadly) and a length of chain decorated with various bones and bits from Spawn toys, such as spinal columns, a meathook with bloody guts on it, a skull, a jawbone, etc. Note the impaled beastman torso in the centre. You can't make it out, but there's a giant

meat cleaver imbedded in the bones just behind him (love those Spawn toys!). To the left you can see some unfortunate soul racked up on a wheel. I used an old plastic skeleton, a wheel from the skeleton chariot, and a toothpick to pin it all together. Most of the skull piles are from Armorcast, and were painted up by my friend Robert (who actually created his own skull piles using plaster casting and clay moulds he made himself).

Ever since seeing Star Wars, I've loved the image of some giant beast's bony remains bleaching in the sun. Left is a particularly bony Spawn toy that I dismembered and embellished in a fashion typical of much of my smaller Chaos scenery. I usually start with some wandering spiders, using a mixture of plastic novelty spiders and the nice Warhammer Quest plastic ones. Then I mount the main component onto a small piece of pressboard with superglue. Then, I glued some sand on with PVA glue, and superglued on discarded weapons, bones from plastic





skeleton horses, the odd skull, bits of armour, and anything else that looks unpleasant (the Chaos Warrior plastic regiment is a good source for bits, by the way!). I

spray paint the whole piece white, then use a brown wash on all the bony bits. I then paint the sand black, and paint any weapons or armour in suitable Chaos colours.

Finally I drybrush the whole piece with white to get good contrast.

Left is a (rather hasty) shot of my Khorne chaos temple. The columns are from wedding cake, and are adorned with plastic skulls from halloween novelty rings. I used jewellery chain to hang icons and skeletons from the ceiling. I used epoxy putty to make the flagstones. Ribbed wire sheath trims the roof and base. The Warhammer Quest arches make nice chaos scenery too—that's one in the foreground.

Below is a close-up of the Blood Throne in the middle. I used the lower jaw off of a skeletal horse toy to make the back. The seat is made of a skeleton rib cage, partially immersed in red wax. I coated the wax with a layer of gloss red paint to get the right bloody look.



TOWERS OF SORCERY

This is some quick scenery I made for my Eldar games, but it can also double as Tzeench sorcerer's towers. Eldar scenery requires a different approach than Imperial scenery. I start with more round shapes (like broken mixers, hair dryers, sink drains, cups, ashtrays, and even vacuum cleaner and fan parts), cut notches into them with a moto-tool, add fins to the base to help establish line of sight, and add little bumps to them. Then I prime them in white, and Paint them with washes primarily, and add rhinestones after painting.

To really get the ridges to stand out on pieces like this while you are painting, apply the tan and blue washes, then before they completely dry, use a clean rag soaked in paint thinner to wipe away excess paint from the high areas. This is similar to drybrushing, but much faster (and more dangerous). You can also get interesting



"stipple" patterns in your washes by applying them with a sponge. Amongst the bony chaos pieces is another Spider Man action figure (with extra limbs added from other toys) as my gigantic Lord of Change. (He likes his gigantic daemons doesn't he? - Ed)

Such is Sean's passion for terrain building that this is not all of his terrain collection. (Does the man never sleep?) If you would like to see more of Sean's collection, or these pieces in colour then check out his website.

<http://members.xoom.com/bluemax/why.htm>



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As always, if you don't want to mutilate the holiest of holy Gaming Tomes, *Citadel Journal*, feel free to photocopy this page or write your answers on a different sheet of paper.

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CHAPTER APPROVED SCENARIOS

The Games Design department has been kind enough to pass on some of their huge piles of submissions to White Dwarf's Chapter Approved. Of course White Dwarf doesn't have the space for all these submissions, so that's where the Journal comes in, a Chapter Approved overflow if you like.

We have compiled three new scenarios for Warhammer 40,000. The first is a Breakthrough game for capturing a Bridgehead. The second is a small skirmish game, Eldar vs Space Marines, and would be great as part of a wider campaign or if you have limited time or models. The last is Train-Jack, a complex scenario involving rolling terrain and lots of special rules for climbing onto moving trains and the like. This just goes to illustrate the wide gamut of scenarios, from the simple 10 models aside to the most complex games. Give them a try and write into the letters page and let us, (and the authors) know what you think.

BRIDGEHEAD

by PETE LOUKOS

SPECIAL RULES

Bridgehead is a Breakthrough Mission. Use the force organisation charts for Breakthrough Missions when playing this scenario. (See page ?? of the Warhammer 40,000 rulebook)

Storming your way across a bridge in the heat of battle is one of the most hazardous forms of assault a force can endure. Not only are your units exposed to enemy fire in the open, they are also congested in a narrow area where the enemy's fire is most effective. Most of the hazards of crossing a bridge under fire are easily handled with normal game mechanics. Some situations however require special rules to deal with the odd ball conditions that can arise while playing this scenario, notably, "What

I'm I supposed to do when my vehicles get blown up on the bridge and now blocks the way for the rest of the force?"

Originally when this scenario was put together it was heavily play tested in the old second addition rules. As most of the time destroyed vehicles went out of control and left the bridge under their own power this sort of thing was not a common problem. However, once in a while the odd ball rhino would go out of control forward about two inches and stop, blocking traffic in a very annoying way. This resulted in the pushing rule which allowed the player to use one of his vehicles behind the wreck to push it out of the way. With the release of the Third addition game some modification to the pushing rule had to be applied, so here it is.

THE PUSHING RULE

Whenever a vehicle is

destroyed on the bridge in such a way as to disrupt the flow of traffic, one vehicle behind the wreck may be used to clear the bridge by pushing the wreck out of the way. To push a wreck the vehicle must be the same size or larger. (so an attack bike can't go pushing a Land Raider) The pushing vehicle may only move 6" on the turn that it clears the bridge, and it may not shoot any weapons as it is far too busy trying to clear the way to be worrying about shooting at the enemy. There, isn't that easy.

The alternative to this rule is to simply remove any destroyed vehicles on the bridge and assume they went over the side. The choice is yours, I personally like using wrecks as terrain and so favour the pushing rule, oh well that's just me.

BRIDGEHEAD

ATTACKERS OVERVIEW

Your force has been chosen to spearhead the attack on an enemy held bridge and secure it for the main body of the army advancing behind you.

DEFENDERS OVERVIEW

Your army has reorganised itself behind the natural defence of a river, or ravine. Sparing a minimum of troops to guard a narrow bridge, you build up fortifications and support your new front with strong reserves.

SCENARIO SPECIAL RULES

The Bridgehead scenario uses *Deep Strike*, *Hidden set-up*, *Fortifications*, *Obstacles*, *Preliminary Bombardment*, *Reserves* and *Victory Points* scenario special rules.

SET UP

1 the table is divided lengthwise as shown on the map.

2 Mark a area 10" wide down the centre of the table end to end, this is the road. Then designate an area roughly 2' wide that runs across the width of the table in the first third of the table, leaving a 6" strip for the attackers deployment one. This area is the river, and is impassable to all units. Once the river is placed designate a bridge to connect the road you placed above. The bridge can be any length.

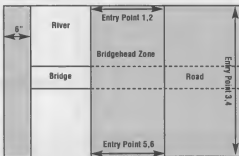
3 The second third is designated as the bridgehead zone, the defender may place fortifications and obstacles in this area.

4 The defender deploys his two compulsory Troops units in the bridgehead zone at the beginning of the game using hidden set-up rules. All other units enter as reserves.

5 The attacker deploys his force in the 6" deployment zone as indicated on the map, with the exception of any units capable of using the Deep Strike special rules.

6 The attacker resolves his preliminary barrages.

7 The attacker takes the first turn.



BRIDGEHEAD

MISSION OBJECTIVE

The attacker must establish a bridgehead by the end of the game, to do this effectively no enemy forces may occupy the Bridgehead zone. To better represent this in game terms the attacker gains an additional + 200 points if the attacker has more units than the defender in the bridgehead zone at the end of the game.

The defender must hold on to his defence line at all costs giving ground only if forced to by overwhelming odds. At the end of the game if the defender has more units in the bridgehead zone then the attacker, the defender gains +200 points.

At the end of the game add up victory points as normal. An attacker victory means that he has forced the defenders back and a bridgehead has been established. A defender victory means that the attack has failed and the attacker must find another way across the river.

LINE OF RETREAT

If any units are forced to fall back they will do so towards their own table edge by the shortest possible route. Attacking units forced to fall back from the bridgehead zone, will fall back over the bridge.

RESERVES

When the defender's reserves arrive roll a d6 and refer to the map to determine where they enter on at. Deep Strike units may appear using the deep strike special rules.

GAME LENGTH

The game lasts for six turns.



DOWNED JET BIKE

by BEN GAIT
and SIMON HAWKINGS

Recently my friend Simon and I were extremely bored, due to the duration of the summer holidays and the lack of things to do. So, we decided to design and play test a new Warhammer 40,000 scenario. It worked out quite well so we decided to bring it to your attention. Basically it is a small skirmish between Space Marines and Eldar, in which important intelligence is being fought for. Described below are all of the required models and scenery for the scenario.

We hope that you will try our scenario, as we found it to be very exciting.

DOWNED JET BIKE

OVERVIEW

An Eldar courier is on a routine mission, passing important enemy intelligence from one base to another. The mission involves flying through a steep-cliffed canyon. However, a small squad of Space Marines have found out about the Eldar's intent, and have decided to try and capture the important intelligence for themselves. If they succeed, they must then successfully get to their base, without getting killed by the backup squad of Eldar Guardians who have come to regain what is rightfully theirs.

SPACE MARINE FORCE

Basic 10 man Tactical squad led by a Sergeant. Weaponry can be chosen from the standard Space Marine army list entry.

ELDAR FORCE

1 Jet bike with twin linked Shuriken catapults.

Basic 10 man squad of Guardians. Weaponry can be chosen from the standard Eldar army list entry.

SET UP

- 1 Set up the terrain as shown on the map.
- 2 Set up Space Marine squad behind the wall. Set up the Jet Bike in the corner (JB on the map).
- 3 The Eldar take the first turn.



RESERVES

If the Jet bike gets destroyed then the Eldar Guardians appear at a random point on the battlefield. This is done by allocated several positions a number, ranging from 1 to 6. Then a dice is rolled. The squad must then defeat the Space Marines who hold the intelligence, or get to the wrecked Jet bike before them.

MISSION OBJECTIVE

Space Marines win by destroying the Jet bike and returning to base without all getting killed. To gain the intelligence, the Space Marines must go to the site of the destroyed Jet bike. This symbolises them looking through the wreckage for the information. At least one Space Marine must make it off the table edge to return to base.

The Eldar win if they make it off the board edge numbered 3 with the intelligence. This can be done with the Jet bike or the Guardian squad.

GAME LENGTH

The game lasts for six turns.

TRAIN-JACK

by SANDY TULLOCH

Attacker's Organisation

A force of train-jackers should include plenty of fast vehicles and most of your Troops should be in some kind of troop carrier or have Deep Strike capabilities. If you rely too much on ground-pounders you will soon find your forces being left behind as the train sweeps on. On the other hand some Troops will be vital in boarding the train and killing the passengers.

Attacker's Force Organisation Chart

Use the Attackers Force Organisation chart from the Raid Scenarios.

Defender's Organisation

Protecting the train will require a good mix of troops. Fast Attacks can leave the train and stop the enemy getting close enough to board. Heavy Support can try shooting them down before they reach you. But a decent force of Troops and Elites will be most useful in tackling any troops the enemy manages to leap aboard. He must also take up to six rail cars plus one engine. These cars can be of any type described below.

Defender's Force Organisation Chart

Use the Force Organisation chart from the Standard Scenarios.

Terrain

Terrain may be set up in any mutually agreeable manner. Ideas for setting up terrain are given in the Battles Book in WH40K (pp123-128). This mission also requires a straight railway track running from one short table edge to the other. Train tracks should be available from model shops or toy train sets. Both players should roll a D6. The winner may nominate one short table

edge the Destination Edge.

SCENARIO SPECIAL RULES

The Train Round

At the start of every turn the train will move forwards. To represent this all pieces of terrain and all models not on board the train must be moved 6" away from the Destination Edge before anything else happens.

In the second attacker's turn, the third defender's turn and the fifth attacker's turn a new piece of terrain appears on the Destination Edge. The player whose turn this is chooses what it is, places the piece of terrain and then he moves it D6" away from the Destination edge.

Skimmers

Obviously vehicles cannot move through the train to reach the other side. Skimmers however can fly over the top of the train to appear on the other side without a problem. Skimmer troop transports doing so may drop off troops regardless of whether they began or ended the move within 2" of the train. This represents the troops jumping off as the skimmer flies over the top. Hovering over the train however requires them to make a difficult ground test as normal.

Jumping Onto Trains

To retrieve the objective the attacker is going to have to board the train. To do this he is going to have to get his troops close enough to the train to leap aboard. The following table shows where varying troop types can board. Jumping onto a train can only be done if the model or vehicle from which it is jumping is within 2" of the train. Roll a D6 for each model who attempts a jump. On a 2+ the jump was successful. If the model rolls a

1 then the model has fallen and is removed as a casualty. The same system should be used for troops jumping off the train for any reason.

Deep Strike

Deep Striking troops are a great (and dramatic!) way to assault the train. When they make their landing follow all the normal rules for Deep Strikes. Troops landing on a flatbed do so as normal. Troops landing on a wagon or carriage will appear on the roof regardless of Deep Striking method.

Clambering about on the Rooftops

To reach the roof of a train car requires that the player either Deep Strikes onto it, boards the train from a skimmer or climbs onto it via a ladder. All carriages and wagons have ladder at each end. To climb ladder costs 2" of movement. Troops on rooftops can jump to an adjacent car's rooftop without penalty. Attackers can use the roofs to avoid defenders inside carriages while defenders will find the easiest way to get attackers off the roof is to get up there themselves. However fighting on the rooftops has its own problems. Any model which is hit but not wounded whilst standing on the roof must roll a D6, scoring a result below their Initiative score or be knocked off the nearest side of the train. Troops falling off in such a way are removed as casualties.

The Engine

The engine is one of the key parts of the train. It begins the game with 6 Damage Points. The easiest way to represent these is to place a die on the engine and as it sustains damage turn the die to the appropriate number. Remember when doing this though not to throw the

TRAIN-JACK

ATTACKERS OVERVIEW

The enemy has acquired an object of immense value for your side in the current conflict (be it Marine gene-seed, Ork idols or Eldar webway technology) and is currently transporting it to their home base on a train. The only solution is to send in your fastest units in an attempt to steal it back before it reaches safety.

DEFENDERS OVERVIEW

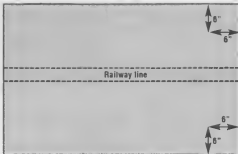
After a desperate raid you were successful in stealing an object of immense value of your opponent. It is being carried by the rail network and if you return it to your home base then it may well mean the war is won.

SCENARIO SPECIAL RULES

The Train-Jack scenario uses *Deep Strike* scenario special rules.

SET UP

1 The defender sets up his train first. If the defender has opted to take an even number of cars, including the engine, then he places one car of his choice either side of the centre point. If the train consists of an odd number he places one car directly over the centre point. From there he places the rest of the cars spreading out in both directions in positions of his choice. The only requirement is that the engine is placed at the end closest to the Destination Edge.



2 The defender must split his army into two groups and number them. Each must contain at least one unit, but is not restricted in any other way. Before deploying the defender rolls a dice to see which group will not be used. All units in the chosen unit take no part in the battle. All units in the remaining group follow the rules below.

3 The defender may then place his force on or near the train. Only Fast vehicles or bikes may begin the game anywhere up to 6" from the side of the train. Up to 20 man-sized creatures may be placed in each carriage. Creatures larger than man-size must be placed in wagons or travel on flatbeds. Vehicles larger than bikes, other than walkers, must start on flatbeds. No troops may begin the game on the roof of any carriage or wagon.

4 The attacker may now set up his force up to 6" in from either long table edge. Be aware that setting them up within 6" of the non-Destination short edge will result in them disappearing before the game has really begun.

5 The attacker takes the first turn, beginning with the Train Round.

TRAIN-JACK

MISSION OBJECTIVE

The winner is the player that owns the most rail cars at the end of the game. To own a rail car there must be no enemy units of troops over half strength or a vehicle still capable of firing in that car. You must have at least one unit of troops with more than half their original number of models in that car or one vehicle still capable of firing. Note that characters do not count as units and so may not secure cars on their own.

LINE OF RETREAT

The stolen artifacts represent a vital coup to the defenders and possibly the end of the war to the attackers should they fail. Therefore both sides count as fearless for this battle and may count as having passed all Leadership tests they are required to perform. Therefore there are no lines of retreat.

RESERVES

None

GAME LENGTH

The game lasts for six turns.



Damage Point die by mistake.

The Attacker may try to slow down the train by shooting the engine to pieces. To represent this use the rules for shooting or assaulting vehicles. If they get a penetrating hit against an armour value of 13 then the Engine has sustained 1 Damage Point. If the engine drops to zero Damage Points then the engine counts as a rail car for the attackers when determining the winner. It does not count as a car for the defenders if still intact.

The Flatbeds

Flatbeds are just wagon floors on wheels. They provide no cover save but are required if the defender wishes to place any tanks or other large vehicles on board. They are also good platforms for Dreadnoughts and other large

troops who cannot enter carriages. As with carriages everything on a flatbed is in plain sight of the attacker. They can be left by any side.

The Carriages

Carriages are where the troops have been sitting for most of the journey. They can be shot out of without any problems by any soldiers next to a window. They give the inhabitants a 5+ cover save. Anything inside can be seen through the windows and so must be placed on the tabletop. Carriages may only be exited by the door at each short end that connects to the platform, its ladder to the roof and the next car.

The Wagons

A wagon is normally used to keep large troops or cavalry inside. Each wagon has a large door on each long side which

must be opened before the troops inside can shoot out. Once that is done they may shoot or jump off the train in the same manner as any troops on flatbeds. The contents of a wagon cannot be seen until its side door is opened. Only troops next to the door may shoot out. They receive a 5+ cover save whilst shooting through the door and walkers count as hull down. Troops who are not next to an open door cannot be seen or targeted. A wagon can be left by either side door or via a smaller (man-sized) door at each short end which leads to a platform, similar to that on a carriage.

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In the Dead of the Night

*A late night horror scenario for Warhammer by
Nick Kyme*



The Empire is a land in strife. The army of the Coven of Darkness moves swiftly to the border of Bogenhafen from the Grey Mountains, a great shambling horde of Undead in the service of the three counts of the house of Valadishe, an ancient family of Von Carstein Vampires. The force of Lord Kruger of Bogenhafen stands in the way, blocking clear passage into the town. His army is meagre compared to that of the Valadishe and the first sorties end in his defeat. Beaten and unprepared to match such a foe Lord Kruger sends word to Altdorf for reinforcements while he retreats into the Reikwald Forest. All seems lost in the rout until Kruger spies an ancient ruin in a clearing. Upon its moss stained columns is etched the symbol of Sigmar, a ruined temple devoted to the great god of mankind. Heartened by the image of their patron and the liturgies of Kruger's priest, Gaumont, his men stand firm and make ready as the Undead emerge from the trees. The power of the Vampire Counts wanes as the righteous force of Sigmar flows from the ancient ruin. The Lord of the Valadishe, Estaban, orders his

troops to storm the ruin and destroy it. The ruin is the only thing that prevents him and his fellow Vampires from crossing into Bogenhafen and razing the town to dust. Lord Kruger's men merely watch with grim determination and prepare to sell their lives dearly for the love of Sigmar and the fate of Bogenhafen...

THE SCENARIO

This is essentially a Last Stand Scenario with the Empire vs Vampire Counts. The Vampires are trying to storm the ruins and destroy it whereas the Empire are trying to hold up the Undead for as long as possible until help arrives.

ARMIES

The players are restricted in their army composition in that both forces are mainly on foot. The Valadishe are advancing slowly into the Reikwald forest, whereas Lord Kruger has sent his swiftest knights to Altdorf to bring help. Therefore when choosing an army the players may only take what troops are available to them.

IN THE DEAD OF NIGHT – EMPIRE FORCES

Lord Kruger's Last Stand

The Empire player may choose up to 1500 points of Empire troops from the following list below: (Note that this is slightly higher than the usual amount for a Last Stand to take into account that the Undead only have to destroy the ruins to win).

CHARACTERS

Lord Kruger

The army must be lead by the special character Lord Kruger detailed below.

Gaumont, Warrior Priest of Sigmar

The army must include Gaumont as an independent character. He may lead any regiment.

Battle Standard Bearer

You may choose a battle Standard Bearer. He may not carry a magical banner.

0-1 Wizard

You may choose a single wizard or wizard champion. He may not carry any magical items.

Champions

You may choose a champion for each regiment. The champion may not carry any magical items.

REGIMENTS

Halberdiers

You may include any number of Halberdier regiments.

0-1 Unit of Reiksguard

You may take up to one regiment of Reiksguard. They may have a magical banner worth up to 50 points.

Spearmen

You may include any number of Spearmen regiments.

Swordsmen

You may include any number of Swordsmen regiments.

0-1 Units of Greatswords

You may take up to one regiment of Greatswords.

Archers

You may include any number of Archer regiments. They may operate as skirmishers.

Crossbowmen

You may include any number of Crossbowmen regiments.

0-1 Unit of Hand Gunners

You may take up to one regiment of Hand Gunners.

0-1 Unit of Flagellants

You may take up to one regiment of Flagellants.

Dwarfs

You may include any number of Dwarf regiments

0-1 Unit of Halflings

You may take up to one regiment of Halflings.

0-1 Unit of Ogres

You may take up to one regiment of Ogres.

WAR MACHINES & MONSTERS

Your army may not include any War Machines or Monsters. Since the army of Kruger has been effectively routed all the War Machines have been left behind.



WARHAMMER

IN THE DEAD OF NIGHT – UNDEAD FORCES

Valadische's Undead Horde

The Vampire Counts player may choose up to 2250 points of troops from the following list given below. The army is basically designed to be on foot and will be forced to slog it out with the best the Empire can offer in a ruthless holding battle.

CHARACTERS

Estaban Valadische

The army must be lead by the special character Estaban Valadische, detailed below.

Valnimir Valadische

The army must include the special character Valnimir Valadische, detailed below.

Melidere Valadische

The army must include the special character Melidere Valadische, detailed below.

Champions

You may choose a champion for each regiment. The champion may not carry any magical items.

REGIMENTS

Skeletons

You may include any number of Skeleton regiments.

Zombies

You may include any number of Zombie regiments.

1+ Ghouls

You may include any number of Ghoul regiments.

1+ Dire Wolves

You may include any number of Dire Wolf regiments.

0-1 Units of Grave Guards

You may take up to one regiment of Grave Guards.

0-1 Unit of Wight Cavalry

You may include any number of Wight Cavalry regiments.

0-1 Banshee

You may include any number of Banshee regiments.

0-3 Swarms of Giant Bats

You may take up to three swarms of Giant Bats.

0-3 Vampire Bats

You may take up to three swarms of Vampire Bats.

WAR MACHINES & MONSTERS

Your army may not include any War Machines or Monsters.



The evil Banshee points the way for the skeletons to attack.

THE BATTLE

The Battlefield can be set up as players see fit. Make sure that you have a ruined temple however (preferably on top of a hill with boulders strewn around it). The Shrine from WD212 makes a perfect temple or you could just use some low rocks set in a circle with a single large opening (enough for about five models wide). The idea is that there is enough room for troops inside and that they can fight over the walls. Ideally ensure that there is a zone of 16 inches around the Temple that is free of scenery and finally ensure that the Temple is in the centre of the battlefield.

Deployment

The Empire deploys first within 6 inches of the Temple. The Undead then deploys at least 16 inches from the Empire deployment zone.

Turns

The battle lasts for six turns and the Empire player gets to go first as Kruger has already rallied his men and has them in position.

SPECIAL RULES

Due to their determination and willingness to fight to the end all Empire models within 6 inches of the temple are immune to Fear, Terror and Panic. All models have their Leadership increased by 1.

The Temple

The Temple acts as a defended obstacle for any Undead attacking troops inside it (including flyers due to the high walls), so they will require a six to hit (remember that one side of the temple should be open and isn't a defended obstacle). Also, any troops inside the temple may skirmish and, unlike skirmishers, may use the General's leadership for psychology as normal and benefit from the Battle Standard for break tests.

Any Necromantic or Dark spells affecting models within 6 inches of the Temple will be dispelled on an unmodified 4+ due to the holy influence of Sigmar protecting his faithful servants.

Destroying the Temple

The Temple can be attacked and destroyed by high strength attacks that cause multiple wounds like in a Siege. If you are not familiar with the Siege rules then this simply consists of adding an attack's strength value to the number of wounds it causes and consulting the result on the damage table below.

Therefore only Estaban (see Special Characters below) the Banshee (see below for details) and Wight units are powerful enough to destroy the Temple. Estaban and the Wights can attack the Temple in hand-to-hand by charging it (but only once per turn regardless of his total number of attacks) and the Banshee can use its Ghostly Howl to shake and ruin the very foundations of the Temple. Consult the damage table below for the result of any attacks (note that for the Banshee simply roll 2D6 but do not add anything else as the Temple is quite solid, and look up the result):

TEMPLE DAMAGE CHART (Strength + Wounds Caused)

2-8 No Effect. The attack causes no damage.

9- 11 Crumbling. The Temple is battered by the attack and weakened as a result. Add +1 to ALL further rolls on this table.

12-13 Falling Columns. Temple columns tumble as the walls lurch under the strain of assault. Add +1 to ALL further rolls on this table. Any unit in the temple suffers D3 strength 3 hits.

15 Toppling Masonry. The attack severely shakes the Temple's foundations as it nears total destruction. Add +2 to ALL rolls on this table. Any unit in the Temple suffers D3 strength 3 hits from falling masonry.

16+ Destroyed! The Temple is reduced to rubble and the power of Sigmar in its ancient stone is broken. The undead are victorious and for the Empire the battle is lost.

VICTORY!

The Vampire Counts player is trying to destroy the Temple and if he does so before the end of the game then Victory goes to the Vampire Counts, if not then the Empire wins. Obviously if an army is completely destroyed and routed then it has lost the battle.

SPECIAL CHARACTERS

There are a total of five special characters for use with this scenario. Three are the Valadische Vampires who are from the Von Carstein family and the other two are Lord Kruger and his Warrior Priest, Gaumont. Each has unique characteristics and abilities.

TACTICAL ADVICE

Remember that when you're playing the scenario the key figures are Kruger and Gaumont for the Empire and Estaban for the

GAUMONT

Warrior Priest184 points

Gaumont is a long and trusted friend of Lord Kruger. When he heard of the expedition to halt the tide of undeath on its way to Bogenhafen he readily joined Kruger's forces and it was through his intervention that the army was not completely destroyed by the Vampires in the first ill-fated battle. A devout man, Gaumont sees himself as a weapon against the forces of darkness and it was his affinity with Sigmar that drew the army to the ruins where they make their final stand. It's certain that Gaumont will do everything in his power to erase the Vampire menace.

	M	WS	BS	S	T	W	I	A	Ld
Priest 4	4	4	2	4	4	3	4	2	9

EQUIPMENT: Gaumont has several unusual items. His Warhammer is specially crafted and adds +1 to his strength in combat and reduces saves by an extra -1. He also wears a Breastplate which counts as Light Armour. He only carries one magic item which is the Ring of Jade which is unique to Gaumont and so only he may use it.

SAVE: 6+.

SPECIAL RULES

Faith of Steel: Gaumont is a proud and determined man. His faith sustains him in all but the direst of situations and his nerve is that of steel. To represent this Gaumont is completely immune to a Vampire's Transfixing Glare, even that of the Vampire Thrall Melidre. He will never break in combat and is immune to all psychology test.

HOLY BOOK: Gaumont carries a Holy Book which allows him to call upon his patron god Sigmar to steel the hearts of those around him and weaken the Undead and other foul creatures. The Holy Powers manifest themselves in the form of blessings and can have a profound effect upon himself and the soldiers around him. The blessings are given below.

MEMBER OF THE CLERGY: Although Gaumont can be likened to a Preacher or Cleric he is entirely different and a special

character in his own right. The Clerics of the Empire are devout and fanatical men whose faith is infectious and can influence the hearts of soldiers. Gaumont's abilities are derived directly from his faith and he possess power from Sigmar himself.

Gaumont can call upon the power of Sigmar in the magic phase. His help can manifest itself in many different forms much like a spell, but it is not actually magic and so cannot be dispelled. Gaumont can choose to use up to two powers in each of his magic phases from the list given below. He cannot however use the same power in a row or combine the effects of two powers upon one model or unit.

There are five blessings in total and each is given below:

The Hammer of Sigmar: Gaumont is filled with awesome strength of righteousness to strike down his enemies in the name of Sigmar. For 1 whole turn Gaumont's strength is doubled to 8 (which will be increased to 9 with his Warhammer).

Bless the Righteous: Any one unit within 6 inches of Gaumont is filled with holy purpose and vigour and may add +1 to their strength and to hit rolls in hand to hand combat for 1 whole turn.

Call of the Brave: One unit within 6 inches of Gaumont counts as having an unmodified Leadership of 10 until the start of the next Empire magic phase as their hearts burn with the fiery courage of Sigmar himself!

Damnation: Calling down the retribution of Sigmar Gaumont confounds and weakens his enemies. One unit of Undead within 12 inches of Gaumont loses half its attacks in hand to hand combat. This includes any character in the unit too (round fractions down).

Vanquish the Unholy: The steeling power of Sigmar flows into the veins of the Empire defenders making them eager to put the evil menace to the sword. One unit within 6 inches of Gaumont may add +1 to its attacks in hand to hand combat for 1 turn.

Note that Gaumont may obviously steel

the regiment he is leading with the power of his is blessings where appropriate and any bonuses to hit, strength etc. will apply to him too.

MAGIC ITEMS

Ring of Jade..... 35 points

The Ring of Jade is an ancient artefact and symbol of Gaumont's allegiance with the Priesthood. The ring is also very powerful and capable of curing the wounded and dying.

Gaumont may use the Ring of Jade in the magic phase and its effects are like a spell and can be countered by the normal means unlike his powers. If successful the ring casts a heal spell that affects all models within 6 inches of Gaumont, including the Priest himself. For each wound that model has suffered roll a D6, on a roll of 3+ the wound is restored.

WARRIOR PRIESTS ONLY



Gaumont shows Melidere Valadische the business end of his warhammer.

LORD KRUGER

Empire General..... 212 points

Lord Kruger is an excellent military tactician and brave warrior. When news of the Vampire's advance reached Bogenhafen he was the first to rally the forces in opposition to the unholy threat. All who serve Kruger are loyal fighters such is the respect he commands. He has fought many battles alongside Dwarfs and his Helmet of Iron was forged by a Runesmith.

M WS BS S T W I A Ld

Lord 4 6 5 4 4 3 6 4 10

EQUIPMENT: Lord Kruger rides a barded War Horse and wears heavy armour and a shield. He also carries the Banisher Sword, Potion of Strength and the Helmet of Iron which is unique to Kruger so only he can use it.

SAVE: 2+.

SPECIAL RULES

Inspiring General: Such is the respect his

men have for him and the sheer presence of the man that all units within 12 inches of Lord Kruger may re-roll all break tests. If the Army Standard is also within 12 inches only one re-roll is allowed, either for the Standard or for Kruger.

MAGIC ITEMS

Helmet of Iron..... 40 points

The Helmet of Iron was forged by the Runesmith Bardak Orcslayer and gifted to Lord Kruger. It has the power to steel the wearer's armour against attack making it virtually impregnable to all but the most powerful of weapons.

Whilst wearing the helmet Lord Kruger's save can never be decreased to lower than 4+ regardless of save modifiers. It cannot however save against wounds that allow no save like a cannon or stone thrower for example.

LORD KRUGER ONLY

ESTABAN VALADISCHE

Vampire Count..... 401 points

Estaban is head of the House of Valadische. He is an old and powerful Vampire Lord who is well aware of the attentions of his younger sibling and his thrall. But there are many generations between himself and his brother so he is confident of his mastery over him. Once he has destroyed Bogenhafen, increasing his Undead horde, he plans to destroy both Valnimir and take Melidere as his own, knowing in time their power will increase and that he will become the victim of their combined ambition.

M	WS	BS	S	T	W	I	A	Ld
6	8	6	7	6	4	9	4	10

EQUIPMENT: Estaban rides into battle on a barded Nightmare and is armed with

the magical Bone Blade. He has no other magic items.

SAVE: -

SPECIAL RULES

Bloodlines: Estaban has the Von Carstein powers of Transfix, Unbending Willpower and Summon Bats.

Aging Lord: Estaban is very old even for a Vampire and as such he is very difficult to kill. His cunning and wisdom have saved him time and again in the past, something of a tradition in the Carstein line, as well as staving off Valnimir's ambitions. Whenever Estaban is reduced to his last wound and slain, roll a dice. On a roll of 5 or 6, he has cheated death again and is restored to 1 wound.

VALNIMIR VALADISCHE

Vampire Count..... 200 points

Valnimir is a Vampire Count. He is the younger brother of Estaban and is only young by Vampire standards and so his power is meagre compared to that of his elder brother. Valnimir is envious of Estaban's strength and jealous of him to the point that he is willing to challenge him for the right to rule the House of Valadische as soon as his own powers have increased. He is an impetuous and arrogant in battle, regarding mortals as weak willed cattle that are an affront to his very presence.

M	WS	BS	S	T	W	I	A	Ld
6	7	5	7	6	3	8	3	9

EQUIPMENT: Valnimir is on foot and carries a sword. He has no magic items.

SAVE: -

SPECIAL RULES

Bloodlines: Valnimir has the Von Carstein powers of Wolf Form and Honour or Death.

Impetuous: Due to his eagerness to prove himself Valnimir is zealous and impetuous in battle. At the start of each turn roll a dice. If you roll a 1, Valnimir becomes so incensed that he must move towards the nearest enemy unit but adds +D6 to his

ABILITIES:

Right: A Warrior Priest gives the Wight Cavalry some harsh language as they massacre the remains of the band gunners.

MELIDERE VALADISCHE**Vampire Count..... 100 points**

Melidere is the thrall of Valnimir. She was inducted into the realm of the Undead when Valnimir's coach found her half dead and discarded on the road, attacked by bandits. He watched the struggle from the distance and was impressed with her courage in attempting to repel her assailants. She has a great affinity with Valnimir after he led to the bandit's lair and allowed her to slay them all with her new found powers. She is aware of Valnimir's ambitions to overthrow Estaban and is committed to this cause. She has limited powers due to her youth much like Valnimir. However she is very alluring and many a hapless Baron or flatterer Duke have fallen to the attentions of her deadly smile.

M	W	S	B	S	T	W	I	A	Ld
7	6	4	6	5	2	8	2	8	

EQUIPMENT: Melidere is on foot and carries a sword. She has no magic items.

SAVE: -

SPECIAL RULES

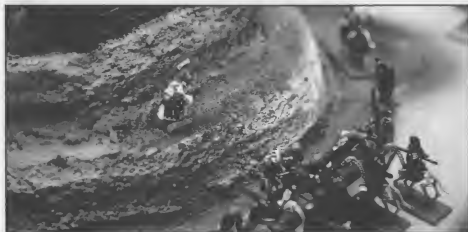
Bloodlines: Melidere has the Von Carstein powers of Transfix.

Alluring: Melidere is very beautiful, part of the reason why she is a thrall and not just another corpse rotting by the wayside. As such her transfix power is more effective than usual when used against men. Anyone wishing to fight Melidere must therefore make two tests to avoid her glare and if either are failed they are transfixed.

Undead. Lord Kruger is quite capable of slaying Estaban with his Potion of Strength and a modicum of luck, whilst Gaumont can turn even the most meagre foot soldiers into unshakeable rock hard troops! Therefore the Vampire player will be looking to destroy Gaumont quickly and on the other hand will be trying to avoid contact with Kruger, particularly in a one on one with Estaban. It is imperative that the Vampire Lord gets to the Temple quickly as he has the best chance of destroying it. The Empire must close ranks and shield the Temple as best they can using

Gaumont and Kruger as their mainstay.

Finally, on the subject of Warrior Priests, there's no reason why you can't incorporate Gaumont in normal Empire armies, just remember that he was only intended for this scenario so if things get unbalanced you may have to curb his powers (perhaps only working on a 3+ or something like that). Finding a model shouldn't be a problem, funnily enough the Warrior Priest from WHQ makes an excellent Warrior Priest as does a conversion of a 40K preacher.



WARHAMMER

GORSKULL'S WAR TROLLS OF THE GREY MOUNTAINS

New Regiment of Renown

By Kevin J. Coleman

'I was out of gold and could not pay the rest of my men. Then the huge and foul smelling Troll, Gorskull, threw his heavy bag of gold at me with an angry grunt. The extra rations went to the Trolls as payment, and I used the gold to pay the rest of my men, preventing a riot.'

Darius Cuttbroad, Mercenary General

Trolls are hulking, extremely powerful creatures able to crush men like plump grapes while their ability to regenerate damaged flesh makes them extremely difficult to slay. Judging from such an impressive description, one might think Trolls to be the ultimate troops; strong limbs combined with thick, tough hides. However, in the case of Trolls, their strong stature comes with a heavy price. Trolls are very stupid creatures indeed. Most can hardly speak apart from a few barely recognisable grunts. Trolls are very slow-witted animals and possess little cunning but vast appetites. Only the Orcs are reckless enough to use Trolls in battle and they take extreme care to ensure that their charges are well fed lest they eat their owners! Gorskull, Limbcrusher of the Grey Mountains, is a total anomaly and proved to be the single exception.

Gorskull's past can be traced back to an Orc raid on the Bretonnian city of Parravon, which lies in the western boarder of the Grey Mountains. The Orc chieftain Bogbad



Borblood and his Orcs persuaded Gorskull and his fellow Trolls to join in on the raid by promising them one

hundred barrels of ale, in addition to allowing the hungry Trolls to devour over forty Goblins as down payment.

As it turned out, the town of Parravon (considered one of the more resourceful towns of Bretonnia) was prepared for the marauding Orcs and after several hours of heartened resistance the Knights drove the Orcs back into the mountains. Gorskull demanded that his Trolls still be compensated for joining the failed raid. Bogbad disagreed arguing that they would only be given the barrels of ale if the raid was successful. The Orc chieftain also pointed out if Gorskull and his Trolls fought as hard as his Orcs the raid would have been a success. Without warning Gorskull, now angry as a wild hornet, grabbed Bogbad by the neck and tore his head from his broad shoulders.



Chow time for Gorskull and the boys

Fer Hire
We ez Trollz
wez woerk
fer
chow!
So hire uz

The other Orcs were quite impressed with Gorskull's retaliation and chose Gorskull to lead the next raid on Parravon. This time the raid was a success and Gorskull and his Trolls made off with plenty of ale and tasty captives.

After his experience with Bogbad's Orcs, Gorskull seemed to understand the concept of working for hire, and since, has led his band of mercenary Trolls throughout the Old World travelling as far as Tilea and the Mountains of Mourn in the far east. Mercenary Generals are eager to hire the War Trolls of the Grey Mountains as they work only for ale and any type of food they can get (though Halfling flesh is their favourite), rather than working for gold.

Gorskull and his Trolls are currently employed by the infamous Hobgoblin mercenary, Ghazak Khan. Under Ghazak's cunning leadership Gorskull's War Trolls have had many opportunities to pillage cities and towns for tender flesh and rich ale.

THE REGIMENT

Captain: Gorskull, Limbcrusher

Motto: Wez work fer chow!

Battle-cry: 'GRRUUUUUUUUUGH!'

Appearance: Gorskull and the War Trolls wear huge iron-spiked pads on their shoulders and bash their enemies with a variety of chain-mailed fists, tree trunks and clubs. The skin colour of the War Trolls takes the appearance of slimy green hues. Gorskull wears a skull-mitt fastened to his right fist.

For Hire: Any Warhammer army may hire the

War Trolls except for Dwarfs, Wood Elves and High Elves who would never hire the likes of such mercenary scum and villainy.

Points: Gorskull and 2 War Trolls cost a total of 410 points. This is the minimum unit you can hire. The War Trolls do not have a standard bearer or musician. The regiment may be increased by adding extra Trolls at a cost of +70 points per model.

Profile	M	W	S	B	S	T	W	I	A	Ld
Gorskull	6	5	1	6	5	4	2	5	8	
War Troll	6	4	1	5	4	3	1	3	6	

Weapons/Armour: The War Trolls wear iron-spiked shoulder pads and clad their fists in chainmail blankets. Gorskull also wears an iron-spiked shoulder pad and bashes his opponent with his skull-mitt.

SPECIAL RULES

Iron-spiked Pads: The War Trolls of the Grey Mountains wear huge Iron Spiked Pads which parry swords and clubs protecting them from damage. This provides Gorskull and his Trolls with a saving throw of 6+.

Trolls: The War Trolls of the Grey Mountains count as Trolls and all special rules that apply to Trolls, as described on p138 of the Warhammer Battle Book, apply. However, as long as Gorskull is alive and leading the unit the War Trolls automatically pass all *Stupidity* tests.

MAGIC ITEMS

Skull Mitt..... 15 points

After slaying the Orc Chieftain Bogbad Borblod, Gorskull skinned the flesh from Bogbad's skull and (after eating it) tied the Orc skull to his right fist. In the first round of hand-to-hand combat, Gorskull may re-roll any misses. Note that the second result stands even if Gorskull fails to hit a second time.

In addition, the *Skull Mitt* adds an extra -1 save modifier to the enemies armour save.

Da Author

Kev from Rochester, New York is becoming quite a regular in the Journal and has had his work featured no less than four times now - The Struggle of Karak Eight Peaks (CJ26) The Palanquin of Nurgle (CJ32), The Invasion of Yvresse (CJ35) and now this. Keep up the good work!

A Day at the Races

Wacky Squig Racing weirdness
from Ian Roberts and 'The Boyz
Without Brainz'



A Bizarre Brainwave...

Several years ago me and a pal, Andrew, came up with the concept for a quick, simple and deadly funny racing game involving Squigs (what else?). Mr Carnell knocked up some easy terrain and we ran a participation game at Sabre '98 (the Harrogate Wargames Club's annual event). Well, two years later and a hell of a lot wiser, I've gone back to the rules, condensed them, simplified them and created a fast flowing and funny game with a fatality rate you could only get with a bunch of Goblins. The game is based around the madcap antics of a bunch of Night Goblins on their racing Squigs. So, for those of you who didn't make it to Sabre this year, here's the game that Chris said we should market and sell.

Where Gobbos Dare

Below the surface of the old world lie many old and ruined dungeons filled with ancient treasures of a forgotten age. Parties of adventurers often make forays into these dungeons to recover these treasures and clear out some of the foul monsters that dwell below the surface. But despite their best efforts, most of these underground realms remain lost to the forces of darkness. Two such

creatures are Night Goblins and Cave Squigs.

Both Goblins and Squigs depend upon the large subterranean mushrooms for food, and often come into conflict. Over the centuries Goblins learned how to catch Cave Squigs with minimal risk to themselves. These Squig Hunters have a carefree attitude to the dangers posed by a hungry Squig and are quite boastful of their Squig Hunting abilities. Sometimes a particularly drunken group of Squig Hunters will attempt to prove which one of them is the best by holding the most dangerous of all Goblin games, a Squig Race.

Cave Squigs are large, smelly, fungoid creatures with little stubby legs and huge fanged maws that live on fungus and careless Goblins. They are ill-tempered beasts and only the most insane would ever go near them, let alone try to ride them. The Goblins hold on to the Squig's horns or ears for dear life as the creatures bounce about enraged, snapping at anything that comes within reach. Experienced Squig riders can steer their Squig in the right direction by beating the thing with a club, but the Squig is still just as likely to go mad and try to eat its rider.

The Squig races take place underground in the old dungeons that were once part of the Dwarf Empire. Such dungeons are often littered with pit traps and other devices left over by the Dwarfs. Goblins leave such devices in the dungeons, and love nothing more than watching their rivals come to a sticky end.

Set up

For this game you will need a set of Warhammer Quest dungeon rooms and floorplans or you could always make your own from stiff card. I have included the map that we used but you can make up any variation on this theme that you desire.

How it all works

1. Each player takes a Squig hopper and sets him up at the point on the map marked, unsurprisingly, 'start'.
2. At the start of each turn, all players roll 1D6, re-rolling any ties. The player with the highest roll moves his Squig first, then the second highest, and so on, until every player has moved their Squig.
3. Squigs move 2D6 Squares each turn. If a double is rolled then the Goblin rider has lost control of his Squig and you must roll on the 'Wild Squig table'.

4. Players may wish to club their Squig to make it go faster.

You must declare you are doing this before rolling for movement. If you club your Squig you may roll 3D6 instead of 2D6 for movement, however this will increase the chance of your Squig going wild.

5. If another player's Squig is blocking yours and there is no way to move round, then your move is over and you must roll on the Squig Collision Table.

6. You may elect to voluntarily collide with another player's Squig as you move by. You must stop in the first square next to the rival Squig and roll on the Squig Collision Table. You may continue to move afterwards, but deduct two from your move as you make the collision.

7. Pit Traps count as three squares of movement. If a Squig hasn't got enough movement left to clear a pit, then he falls down it. If you are in 8 pit at the start of your turn then you must deduct six from your move for that turn. If this leaves you with no movement then you are stuck in the pit for another turn.

Wild Squigs

Squigs are evil tempered beasts and their Goblin riders only keep them under control with the aid of a good club. Sometimes however, even that is not enough, and the Squig will go mad, head off in the wrong direction or even eat their rider. When a double or triple is rolled for movement, roll 1D6 on the Wild Squigs Table to see what happens.

Collisions

Sometimes (well, quite a lot of the time actually) a collision between the Squigs will occur. This is usually because one Squig will be blocking the only way along a passage, but also because Goblins like to hit each other when they know they can make a speedy escape on their Squigs.

When a collision occurs, the player who is making the collision should roll 1D6 on the collisions table to see what effect it has. Most of the effects apply to the target Squig, but sometimes it is the troublemaker that comes off worse.

Special Rules

After several games with these rules it became clear that people actually wanted to play tactically (with Goblins?) and moved their Squigs from side to side to

avoid falling down the pits. After much consideration I came up with the following restrictions on movement.

Players may not move back towards the starting line, unless it's the result of a special event, or because you have gone the wrong way on the turn table.

Players may not enter the same square twice during their movement, unless it's the result of a special event.

The Dungeon

This is the dungeon we used at Sabre 99. It should only be used as an example. There are lots other events that will fit in to dungeons, many can be taken from Warhammer Quest. We used the Quest floor plans, set out like the map.

Goblin Squig races take place around an old Dungeon represented on the

WILD SQUIG TABLE

1D6	Result
1	The Squig eats its rider before running off into the Dungeon to find itself a new home. You are killed and out of the race, remove the Squig from the board.
2	One blow too many on the head leaves your Squig dazed and confused. Your model moves 1D6 Squares back towards the starting line.
3	The Squig stops to eat some Fungus or have a bit of a nap. Your Squig does not move at all this turn and will deduct six from your move next turn. If this leaves you with no movement the Squig stays here and you must deduct six from your move next turn as well.
4	The Squig is sluggish and refuses to move this turn. You may not move this turn, but move normally next turn.
5	After some serious clubbing your Goblin rider finally gets your Squig Going, but you only move 1D6 this turn, even if you clubbed your Squig.
6	Aggravated by the Goblin's vicious blows the Squig swings from side to side, slowing its movement down. Deduct two from your movement next turn.

COLLISION TABLE

1D6	Result
1	The target Squig is bashed into the wall and becomes enraged. Roll automatically on the wild Squig table next turn. The Squig remains in its square and may not be passed.
2	A good whack pushes the target Squig over. It must spend all of its next turn standing up and so may not move. In addition, the target Squig does not block the Square he is in until the end of next turn, so you may continue your move.
3	With a thump from his club, the Goblin pushes the enemy Squig to one side and squeezes past. You may continue your move, but must deduct two Squares from it. If this was a deliberate collision then you have already given up these two squares in order to make the attack.
4	Urging his Squig on the Goblin leaps over his rival and continues moving. You may place your Squig in any other square adjacent to the target Squig as long as it is not occupied. If all Squares next to the Squig occupied, then pick one and roll for collision again. Unless another collision occurs, you are free to continue your move with no penalty.
5	The Goblin on the target Squig lashes out with his club leaving your Squig Dazed. Your move for this turn ends and you must deduct two from your movement next turn.
6	With a decidedly cunning low blow the Goblin on the target Squig trips your Squig up with his club. Your move for this turn ends and you may not move next turn while you stand your Squig up. Your Squig does not block the Square he is in until end of next turn.

board by the Warhammer Quest Floorplans. Many of the Rooms in the Dungeon have their own special rules which are described below.

1. The Bottleneck: Once an old mine shaft, most of this corridor is now covered in rubble and is only 1 Square wide, making collisions common amongst the racers.

2. The Bats Lair: A huge swarm of vampire bats dwells in this cave and will attack the racers as they disturb their sleep.

If you start your turn here, roll 1D6 before movement.

1D6	Result
1	Your Squig is surrounded by bats and bounces into a wall. You may not move this turn while you stand up.
2	The bats spin around your Squig, making it dizzy and slow. Deduct 4 from your movement this turn. If this leaves you with no movement then you must remain in the Bats lair for another turn.
3	The swarm of bats is

so thick your Goblin can't see the door and gets lost. The Squig moves 1D6 Squares in a random direction, colliding with another Squig if he hits one.

4 The Goblin wisely decides to slow his Squig down to get through the bats. You may only move 1D6 Squares this turn.

5-6 Swallowing bats left and right the Squig belches loudly and makes it through safely. You may move as normal this turn.

3. Conveyor Belt: Once used to move heavy rocks in the Dwarf mine, the conveyor belt moves slowly backwards, away from the finish line. Goblins love watching Squigs being moved backwards no matter how fast they move. When you roll for movement in this room, treat the even numbers as how far forward you move, and the odd numbers as how far back you move.

4. Revolving Room: A large turn-table sits in the middle of this room, revolving slowly. Once used to move mine carts to the right track it is now used to throw Squig racers off course. As soon as you enter the turntable roll 1D6 and re-roll any 5's or 6's. This will give you the direction you leave from. Place your model in one of the two squares next to that door, and your movement ends for that turn. Next turn you may re-enter the turntable if you wish (if you're back where you started for example) but your move will still end when you are placed in your

new location. If both squares by a doorway are occupied then pick one and roll for a collision.

5. The Stairway: A set of steep steps climbs up this sloping corridor, which poses an major obstacle since Squigs only have little legs. Each square you move in here costs two squares of movement. If you don't have enough movement to climb to a new step you must remain where you are.

6. Shaman's Den: An old Orc Shaman has retired to this part of the dungeon to work on some strange Orcy magazine. He does not appreciate a group of Squig riders bouncing in without his permission. If you start your turn in the Shaman's den then he will hurl a lightning bolt at you.

Deduct four from your movement this turn. If this leaves you with no movement then you are killed by the lightning bolt, take your Squig off the board.

7. The Tomb: The centre of this room is dominated by a tomb that was ancient before the Dwarfs dug here. Squigs may not step on the Tomb square. If they do a mummified hand reaches

out and grabs them, dragging them inside and removing them from the race.

8. Fungus patch: A large patch of mushrooms dominates the centre of this room. If you start the turn in the Fungus Patch then roll 1D6 on the following table.

1D6 Result

- 1** You are attacked by a Wild Cave Squig. Roll 1D6+1, and get another player to roll 1D6. If you roll higher you beat off the Wild Squig, but can't move this is turn. If you roll lower then your Goblin is killed by the wild Squig and you are out of the race.
- 2** The Squig sets off a cloud of spores which cause frightening hallucinations. Your Squig runs 1D6 squares back towards the starting line.
- 3** Being in its natural environment causes your Squig to revert to its natural behaviour. Roll on the Wild Squig table this turn.

4 Your Squig stops to eat some yummy mushrooms and doesn't move this turn.

5 After some firm clubbing the Squig gets underway, but may only move 1D6 squares this turn.

6 The fungus squirts a cloud of spores at your Squig. The spores have a strange effect on the Squigs metabolism, making it run faster. Add two to the Squig's move this turn.

9. The Bridge: A Narrow stone bridge crosses a deep chasm in the room. Sneaky Goblins have removed the railings so it's very easy to slip and fall over the edge. As you move across the bridge you should roll 1D6. On a roll of a 1 you fall off the bridge and plummet to your death. Squigs will also fall if they suffer from results 1-3 on the collision table.

10. Finish: The winner is the first person to reach any one of the shaded squares in this room.

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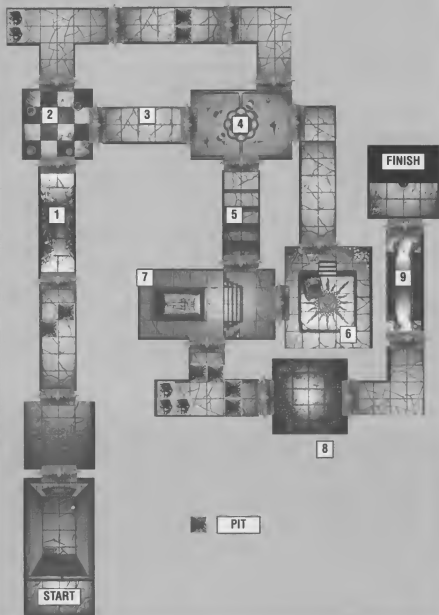
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House Rules

SQUIG RACING MAP



DESERT STORM

Complete Arid Terrain Rules for Warhammer 40,000

by J. Michael Tisdell

These are the complete Arid Terrain Rules from Michael's website (check out the web address below) updated to 3rd edition Warhammer 40,000. Those published in Citadel Journal 16 are a subset of these. Also note that the Strategy Cards included in that article were not originally part of the rules

<http://web2.airmail.net/jtisdell/warhammer40k/variants/arid.html>

There are a million inhabitable worlds in the Imperium. Even more exist outside of the Emperor's domain. The varieties of these planets are almost endless. From the steamy jungles of Catachan to the icy wastes of Valhalla, the forces of the Imperium have had to struggle in many different environments. The basic terrain rules in the Warhammer 40,000 Rulebook are general enough to cover most any kind of terrain. However, they do not cover some of the special terrain types available.

This article presents optional rules which provide a structure for fighting battles in Arid or Desert regions. They are based on the basic terrain rules from the Warhammer 40,000 Rulebook but add a feel of the arid wastes.

ARID TERRAIN FEATURES

Most arid regions are composed of flat, rocky ground. There are rarely any hills or other large terrain features. What features there are are small and low to the ground. This doesn't mean, however, that units remain in line of sight, it just means you have to change the way you think about cover.

Note that the following terrain does not exist in an arid or desert region:

- Large woods or brush.
- Rivers or streams.
- Jungles

Other terrain features, such as hills and buildings often do exist in these regions. Use the rules from the Warhammer 40,000 Rulebook for these terrain features.

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Open Ground

Open ground is considered open terrain except that no in-

ground fortifications are allowed.

In-ground fortifications include trenches, emplacements, and concealed bunkers.

The ground is too hard for quick construction of such fortifications even in the fortieth millennium. Extensive defence works, as described in the Assault articles in Journals 3 and 4, take quite some time to construct and are, therefore, an exception to this rule.

Scrub

Scrub is open ground whose surface is covered with small thorny bushes. These bushes are only about two feet tall and grow close together. Scrub is considered Difficult Terrain for wheeled vehicles and open terrain for troops and other vehicles. Troops may use *bidden Set-up* in scrub.

Anti-plant munitions and flamer templates denude Scrub and, therefore, may be used to clear paths or areas. As dry as scrub is, flamers quickly burn the plants off and leave clear terrain.

An area of scrub which is hit by a flame-based template weapon burns off quickly. When an area of scrub is hit by a flamer, heavy flamer, melta bomb, melta gun, or multi-melta but not a hand flamer, all models in that area suffer a strength 3 hit. Vehicles are immune to this damage but exposed crew are not.

The player turn after the scrub has been burned, a pall of dense smoke hangs over the area. For game purposes, the smoke occupies the same area as the scrub did and

is 12" tall. Treat this smoke as dust as described later in this article.

By the second player turn after the scrub has been burned, the scrub is burned out and has no further effect on game play. Remove the scrub terrain piece.

Hammada

Hammada is open ground which is strewn with small rocks. Hammada is treated as Difficult Terrain for wheeled vehicles and as open ground for troops and other vehicles.

The small rocks can cause problems for units in hammada. A blast template weapon which hits troops in hammada has +1 Strength to account for the flying shards of rock. Any units in hammada when a skimmer flies over at Fast Speed, suffer a Strength 2 attack with no save modifier.

Deir

A dier is a shallow depression in the otherwise flat terrain. This depression is too shallow for any protection bonuses. Dier is treated as open terrain. Troops, however, may use *Hidden Set-up* in diers.

Wadi

A wadi is a gully formed by the infrequent rain storms that hit arid regions. Unlike normal gullies, wadis usually have very steep sides. A wadi is treated as Difficult Terrain for units crossing it and is treated as open terrain for units moving along it.

Units in a wadi may use *Hidden Set-up* from units outside the wadi. Units in a wadi receive hard cover save of 4+ when fired upon by units outside of the wadi. Units receive no cover save when fired upon by other units inside the wadi.

Oasis

An oasis is usually a clump of vegetation which surrounds a permanent or semi-permanent water source. The vegetation around the water source consists of a few shallow rooted trees, like palms, and small thorny bushes, such as the Joshua Tree.

For game purposes, treat an oasis like a small wood. Figures within one inch of the edge of an oasis may fire out and be fired upon. The oasis provides a soft cover save of 6+ for these units. Deeper than one inch into the oasis, troops cannot see out nor can they be seen. An oasis is considered Difficult Terrain for units moving through it.

Rocky Outcrops

Rock outcrops occur quite frequently in some arid regions. These are formed from very hard stone which has been blasted by the constant wind. As such, these outcrops are quite jagged. Rocky outcrops are treated as Impassable Terrain and provide a hard cover save of 5+ for units hiding behind them.

Sand

Though sand is present through out arid regions in small quantities, a sand terrain feature is an area which has collected quite a lot of sand in it. Dunes are a different terrain type.

Sand is treated as Difficult Terrain. Units in sand receive no cover bonus when they are fired upon. However, units may use *Hidden Set-up* in sand. Any units in sand when a skimmer flies over at Fast Speed, are blinded for 1 turn if they have no eye protection.

Dunes

Sand can pile up into dunes of varying height. Wheeled vehicles treat dunes as Impassable Terrain. All other units treat dunes as Difficult Terrain. Units may use *Hidden Set-up* in or behind dunes. No in-ground fortifications may be constructed in dunes. Buildings do not exist in dunes.

Any units in a dune when a skimmer flies over at Fast Speed, are blinded for 1 turn (may not move or shoot) if they have no eye protection (armour save of 5+ or less).

Dune Sea

On certain arid planets, the sand has accumulated to such a depth that no other surface features are visible. Such deep accumulations, sometimes on the order of hundreds of feet, are called dune seas.

Dune seas cover great areas so it is not often that they are mixed with other terrain types. However, there are islands of rock surrounded on all sides by deep sand. Therefore, a dune sea can be mixed with other types of terrain if the other terrain is surrounded by rocky outcrops.

Units may use *Hidden Set-up* anywhere in a dune sea.

Wheeled and tracked vehicles treat dune seas as Impassable Terrain. All other units treat dune seas as Difficult Terrain. Any units in a dune when a skimmer flies over at Fast Speed, are blinded for 1 turn (may not move

or shoot) if they have no eye protection (armour save of 5+ or less).

Sangar

Since troops are unable to dig trenches or fox holes, they usually pile rocks into low walls behind which they hide. Such fortifications are called sangars. Units may use *Hidden Set-up* behind sangars and receive hard cover save of 5+ when attacked across the front of a sangar. Units in a sangar receive no cover saves when attacked from behind. Sangars may be purchased at a cost of 10 points per 2" length.

Sangars have a Toughness of 6 and 2 wounds. If a shot penetrates the sangar, it is destroyed and removed from play. Units which are behind a sangar when it's destroyed suffer a strength 3 hit from the flying rock chips.

ARID CLIMATIC CONDITIONS

Weather in arid and desert regions is hot and dry. The effects of this on game mechanics are slim. It is assumed that all vehicles and troops have been prepared for fighting in arid conditions, so no rules are provided for mechanical failure. However, there are some climatic conditions which do affect game play.

Dust

Arid regions are very dusty. Wheeled, tracked, hover, and skimmer vehicles which move in an arid region kick up a cloud of dust. Walking vehicles, such as dreadnoughts, only produce a dust cloud when they run or charge.

For game purposes, this cloud of dust is as wide as the vehicle and extends behind it from its final position back to its starting position. The dust cloud is 12" high and extends as far as the vehicle moved. It remains in place until that player's next turn.

Units in a dust cloud may fire out of it with a -1 to hit penalty. Units may fire into a dust cloud with a -1 to hit penalty. Units may not see through a dust cloud and, therefore, any weapon which requires a line of sight may not fire through a dust cloud.

Wind

The wind is always blowing in arid regions. Sometimes it is a mild breeze and at others, a blinding sand storm. It is assumed that games do not take place during a sand storm, so the rules below account only for

slight breezes.

In arid regions, vision is hampered by dust kicked up by the breezes and by the haze coming off of the hot ground. To account for this all range bands may be considered to be halved.

Modelling Arid Terrain

It is possible to use regular terrain pieces and call them their arid counterparts. However, it is possible to make arid terrain quite easily. As arid regions are flat, the majority of the terrain pieces consist of coloured cloth with some little modifications. The follow terrain suggestions focus on these coloured cloth representations. This preserves the overall flatness of arid regions while still making it obvious where the different terrain pieces are.

1. For Open Ground use a tan or khaki coloured table cloth or mat and cover the whole gaming table.
2. For scrub, cut out a potato-shaped (*potato-shaped, now that's interesting!* - Ed) piece of dark brown cloth to represent the area covered by the scrub. You may also want to glue brown lichen or foam pieces for a better visual effect. However, be sure that the lichen or foam is not too tall compared to your figures.
3. For hammada cut out a potato-shaped piece of medium brown cloth to represent the area of the hammada. You may also want to glue some small grains or rocks for a better visual effect. Dry brushing these a lighter shade makes them stand out much better.
4. For a dier, cut out a potato-shaped piece of golden cloth. Colouring the edges of the cloth a medium brown will give the appearance of a lip to the dier.
5. As a wadi is a steep-sided gully, you can get quite complex in modelling this terrain feature. For a simpler wadi, use a length of black cloth about 4" wide and be cut in 6" to 12" lengths.
6. For sand, cut out a potato-shaped piece of bright yellow cloth to represent the regions of sand. Be sure that the cloth is different enough from that chose for the dier.
7. Even though dunes don't look like normal hills, for game purposes you can use your regular hill terrain as dunes. Alternatively, you can take 1' oblong pieces of yellow cloth

and place crumpled up paper under it to make dunes.

8. For a Dune Sea, distribute wads of crumpled paper or tissue paper across the table top. Once these have been placed, lay the tan table cloth used for open terrain over the table, mounds and all. This will then create the hilly contours of a dune sea. For islands in the dune sea, place the paper only under the dune sea part of the table.

9. Broken styrofoam like that used in packaging can be broken into the jagged shapes of arid rocky outcrops. These can be undercoated black and then painted with various shades of brown to get the right colours.

10. For a sangar, cut out a roughly shaped base from cereal box card. Then break off small pieces of styrofoam and stack these in a semi-circular wall on the card base. The styrofoam can be glued easily with PVC glue. Once it's dry, it can be spray painted like the Rocky Outcrop above.

ARID TERRAIN TACTICAL NOTES

Arid terrain presents novel challenges for those used to fighting in temperate terrain. There is a noticeable lack of upright terrain behind which to hide troops. In fact, there are no trees or bushes behind which to hide. What few large rocks there are, are usually fiercely guarded by your enemies or some of the native fauna.

At first, it appears that the game will be over quickly. Whoever goes first will annihilate his opponent with long range heavy weapons. However, a careful player will notice two things:

1. Almost all arid terrain provides enough cover in which to hide troops.
2. The haze and dust makes any long range sniping more difficult.

To survive in the desert, a smart commander makes every use of what terrain is around him. You should place the majority of your troops in cover. When you move, be sure to advance from one piece of cover to another. If you have access to blind or smoke grenades, use these to cover your advance.

The best cover is, of course, the rare rocky outcrop. No only does it obscure line of sight it provides hard cover. No other natural terrain in the desert provides this. For this reason alone, pay special attention to rocky

areas. Use them as hard cover for troops with indirect fire weapons such as mortars.

Wadis, like rocky outcrops, provide hard cover. They are the best defensive terrain in arid regions. Units hidden in a wadi are safe from attack while advancing along the wadi. Wadis which are parallel to the line of attack function as natural trenches while those at angles to the line of attack provide protected avenues for troop advancement.

The desert is a place where, because of the flatness of the terrain, the vehicle rules the battlefield. In such an environment, anti-tank artillery becomes more important than anti-personal. A lascannon serves you better than a scatter laser in the desert.

If you have vehicles, their dust making abilities are an added bonus. The lowly Rhino takes on a new importance when it is able, by zig-zagging, to obscure the advance of multiple squads of Space Marines. The down side is, of course, if the Rhino is making the dust, it can't hide within it. A unit which moves from hidden position to hidden position with its dash covered by the dust of vehicles can quickly and safely close with the enemy.

Skimmers are very effective in providing a screen of dust. They also have the added advantage of a dust attack. A group of skimmers can cause havoc with lightly armoured troops, such as Orcs or Imperial Guard. A fly-over by Jet Bikes, allows the Eldar player to attack screening troops in sand areas using the blown dust effect while saving the Shuriken catapults for second echelon attacks.

Though vastly different from the normal temperate forest terrain usually used in Warhammer 40,000, these rules provide a challenging environment in which to fight the battles of the fortieth millennium.

COVER SUMMARY

Cover	Cover Saving Throw
Oasis	6+
Rocky Outcrop	5+
Sangar	5+
Wadi	4+

GAMING CONTACTS

This section aims to help put players or clubs of Games Workshop games in touch with others of a similar inclination. If you are a member of such a gaming group and would like to advertise your group, find new friends with which to play our games or even advertise tournaments, you will need to let us know the following details: The name and venue of the club, usual meeting times, a contact name and address (and telephone number if you wish), and which games you play.

CONVENTIONS

Why not advertise your convention in the Journal? Simply send us all the relevant information and we will try to get it into the next issue.

(Please get the information to us as soon as possible or we may not be able to print it in the relevant issue!)

TOURNAMENTS/CAMPAIGNS

If you are organising a tournament or campaign and would like to attract other gamers why not send us the details? We would be only too happy to advertise it for you. Simply send us all the relevant information and we will try to get it into the next issue. (Bear in mind that we complete the Journal well in advance of the release date, so the sooner you give us the information the better the chance of having it published!)

Whilst we are always more than happy to advertise your clubs, tournaments, conventions or help you find other gamers in your area, we have found that we only have a limited amount of space in which to print them. This, coupled with the fact that there are occasions when clubs disband (boo!) or split up and form a greater number of other clubs (hurrah!), means that we have no option but to rotate the clubs we cover in the Journal.

What this means is that those of you that wish to advertise in this small, but perfectly formed, publication will need to fill in the form below and send it in to us at the usual address. We will then include your details in the NEXT TWO issues of the Journal. If you require us to advertise again after this time you will need to submit your details again. This keeps the list up to date and means that you will have to read the list each issue to find out just what is current...

GAMING CONTACTS APPLICATION FORM

*Please add my details to the next 2 issues
of the Citadel Journal*

Name of club: _____

Games played at the club: _____

Club venue: _____

Date & time of meetings: _____

Contact name: _____

Contact tel: _____

Notes (admission fees, age range, etc.): _____

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Bournemouth	Battlescar	Paul (01202 293 054) www.battlescar.co.uk	Talbot view Community Centre Alder Park, Alder Road, Parkstone	*ALL*, 12 noon til 3pm every Sat, £2.00 entry, refreshments.
Birmingham	East Birmingham Marauders	Jon (0121 783 0935) Paul (0121 783 3246)	261st Scout Hut, Yardley Fields Rd	*ALL*, 5:30pm to 10pm Sat.
Bristol	Games Workshop Club Bristol	0117 9251533	Patchway Community Centre, Patchway, Bristol	\$1.1st eve, \$2.50 mon 6pm to 10.45
Burnley	Burnley Wargames club	Simon Peyton (01282 698175)	Burnley Boys Club, Barden Lane, Burnley	*ALL*, Historical, \$1 to juniors, \$2 to adults, 14+
Bury	Circle of Blood	Paul Waring(0161 797 4858) pwaring@postmaster.co.uk	Crays Pub, Crays road	!! Help is required as we are just starting up!
Cardiff	Cardiff University Roleplaying and Wargames Society	Martin e-mail NEALMJ@cardiff.ac.uk		*ALL* + RPGs, weds 7.45pm fee \$2 pa, open to all Cardiff students
Cumbria	Cockermouth Warhammer Club	Paul Bridle 01946 525224	Lorton St, Methodist church rooms Cockermouth	W 40K, \$1, every Sunday.
Cheshire	The Second Legion	Sam Dale 01625 574435 Nags Head, Waters Green, e-mail beady-weirdy@hotmail.com Macfield		*ALL*, + RPGs and Historical, \$1 per week, age 16+
Cheshire	The Killing Field	Martin (01270) 665153	MGN Studio Crewe, Cheshire	40K, age 16+
Essex	The Heretics club	Gary Lovell 0467 887345	Leisure Centre, Northlands park	*ALL*, Sun 12 til 7.00, \$4 fee.
Forbeshill	Creations of the Night	Andy Ellis (01309) 674043	Forres UK, 28 Forbeshill	W, 40K, BB, 16+
Glasgow	Games Workshop Club Glasgow	0141 2263762	66 Queen Street.	
Glasgow	Glasgow Games Group G3	John or Gavin 0141 332 6474 & 425 7351	Mid hall, Woodside Halls, Clarendon st St Georges Cross, G20, Glasgow	\$2 an eve (\$1 for under 16's must be accompanied by an adult)
Guildford Club	Games Workshop Club Guildford	Kieran 0148 451793	St Anns Chapel Hall, Jack St, Kieran 0148 451793	*ALL*, Thurs 7-10pm, \$2.50 per session.
Hamilton	Hamilton Howlers	Scott Wallace 0831 5006589	Low Waters, Hamilton	
Harrogate	The Harrogate Wargames Club	Ian Roberts 01423 540610	R.A.F.A. Club east Parade Harrogate	*ALL* 6.45pm Thursday to 11.00, 1st night free \$1.50 thereafter
Haverhill	Haverhill Warhammer Club	Ron Phillips 01440 703100	Chalkstone Middle School Millfields way, Haverhill, Suffolk	*ALL*, Mon 7-9pm, 9+, \$1 under 15's & \$1.50 adults.
High Wycombe	Wycombe Wargames Club	Nick 01494 471 339	Guildhall, High Wycombe, Bucks	*ALL* \$3.50 Tues 6-10pm, 16+
St Ives	St Ives Wargames Society	Steve 'Madman' Tibbs 01480 469092	Upstairs at the Corn Exchange	\$1 50 for 15, \$2.00 16+
Kerrow	Kerrow Dragons	Neill Pethick 01566 772011	Launceston, Cornwall	*ALL*, Sun 2-6 pm, 50p fee
Kings Lynn	Kings Lynn Roleplay Club	Paul Evans (01553 775947)	Hospital Community Centre	Sun 2.30-6.30, £1.00 fees
Kingson on Thames	Games Workshop Club	0181 5495524	33 Fife Road.	
Leeds	Leeds Chapter	Laurie Stewart 01405 860053 (Leeds shop)	Wellesley Hotel, Wellington st, Leeds	*ALL* (some very old GW games), sun 1pm til 6., \$2 fee
Lincoln	Games Workshop Club Lincoln	Gary James (01522 548027)	United Reform Church St Martins Lane.	*ALL* 6pm to 10pm Thurs, \$2 (first free).
London	Game Point Games Club	Daryl Moore 0181 789 1126 GamePoint@telnet.co.uk	Game Point store, 208 Upper Richmond rd, Putney, SW15 6TD.	*ALL*, Mon 6pm

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
London	<i>Dragon's Inn Club</i>	Sahir Hangoebi 130 The Vale, Golders Green, London, NW11 8SL	Christ's College, Finchley	*ALL* 3.30-6.30 Tuesdays Members of the school only!
Merseyside	<i>St Anselm's College Club</i>	Mr Wrbham 0151 652 1408 St Anselms College		*ALL*, Tues.
Newtownards	<i>North Down Warlords</i>	Richard McClean 01247 821493	Young Farmers club, Victoria av	*ALL*, Historical, annual fee £5
Nottingham	<i>Games Workshop Club</i>	0115 9480651	34a Friar lane.	*ALL* 6pm to 10pm Weds, £2
Nottingham	<i>Games Workshop Club</i>	0115 9168410	GW HQ Lenton, Willow Road, Lenton.	*ALL* 6pm to 10pm Weds, £2 (first free).
Oxford	<i>Nottingham (HQ)</i>	01865 242182	Wesley Mem church, New Inn Hall st, Oxford	*ALL* 7pm mon, £2.50
Peterborough	<i>Games Workshop Club</i>	01705 876266	34 Arundel Street	
Perth	<i>Games Workshop Club</i>	Steve Renwick 01223 207095	1st Royston Scout HQ, Barkway road	*ALL* Thurs 7-10 pm
Scarborough	<i>The Rapturous Standard</i>	Kevin Pickup	76 Moorland Rd, Scarborough	*ALL* Historical, RPG's, 5.30-8 Mon, 7-9pm Weds, £1
Sheppey	<i>The Orc's Lair</i>	Graham 01795 875393	Sheerness, Methodist Church,	
Stoke on Trent	<i>The Sheppey Games Club</i>	Dave 01795 667394	Broadway, Sheerness, Isle of Sheppey	*ALL* age 12+, Mon 5pm til 10pm, £1.50 per night
Thurrock	<i>The Sunday Gamer's Club</i>	Nick 01538 361409	The Fiction Factory, Town Rd Hanley, Stoke on Trent	*ALL*+ Ancients, Sun 11am- 5pm
Watford	<i>Games Workshop Club Thurrock</i>	01708 867133	Unit 415, Level 3, Food Court, Thurrock Lakeside	
USA	<i>Games Workshop Club Watford</i>	01923 245388	Unit Q1A, Harlequin Centre Queens Road	
USA	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Colorado	<i>Rocky Mountain Knights</i>	Trey Moody (303) 460-0295	Boulder, Colorado	*ALL* age 16+ most Fri and Sat
Indiana	<i>Da Basement Boys</i>	Dan Georges (812) 7534197	The War room, Ft Branch, In	*ALL* 25c a game, most weekends
EUROPE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Ireland	<i>Dublin Games Club</i>	David 0872034781	Irish Ballroom, Parnell Square East.	*ALL*, Weds, 6.15-11.30pm
OZ	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Melbourne	<i>Space Coast Garrison</i>	Michael Ramos 407 752 3922	1225 N. Wickham Rd, Melbourne	*ALL*, Weekends 10am til ?
Queensland	<i>DOMINION</i>	Paul on Waning (07) 55711044	Gold Coast Community Centre, Room 3, Lawson St, Southport	*ALL* + RPGs, 1st and 3rd Sun, \$1/\$10 day/annually.
ELSEWHERE?	CLUB NAME	CONTACT	VENUE	GAMES/TIMES

KEY: ALL - all GW games, W - Warhammer, 40K - Warhammer 40,000, E - Epic 40K, Me - Necromunda, BB - Blood Bowl, WHQ - Warhammer Quest, GM - Gorkamoria, RPGs - Roleplaying Games, Historical - Other historical wargames.

Clubs in *italics* will be featured in two issues, on their second feature they will be accompanied by an * which indicates that unless we receive confirmation of their continued existence from the club secretary they will be removed from the list.

NOTE: we are only providing this feature as a notice board for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. Apart from those specifically mentioned as being GW clubs there is no connection between these clubs and Games Workshop Ltd.

Mailbag:

Less frightening than being trapped in a lift with Anne Widdecombe!

STORM TROOPERS

I thought, that I'd try a letter in the Journal and try to express some views in respect to Warhammer 40K. I've done some experimenting with smaller sized games including Imperial Guard Storm Troopers.

In two test battles, I tried out a Storm Trooper Squad against some high speed attackers in the shape of a Space Marine Bike Squadron and a Squadron of Land-speeders. In spite of four Storm Troopers being killed, the Space Marines lost all three land-speeders and two bikes in 6 turns. The game objective was to hold a road junction that was defended by Storm Troopers. The Storm Troopers held in the face of some daring high speed

they participate in. Against two well equipped and mean fighting forces, Space Marines and Orks, Storm Troopers can really hold their own. Don't neglect the use of these troops use them as they're intended, as elites.

I'm considering expanding my Imperial Guard army into four squads of ten Storm Troopers, each to become a tactical strike force of Imperial Storm Troopers. At the moment, I've other distractions; getting my Orks up to a 1,000 points, and I've got to complete, the HQ Unit for my Space Marines. But all things said having thirty six Stormtroopers is a useful reserve, which I can't ignore.

You put on a big cardboard box and pretend to be a Dreadnought.

I have since experimented with the Storm Troopers again, putting them against Space Marines in a jungle setting. They were

Prince such as I.

- You wear a big cardboard box and wander around pretending to be a Dreadnought.

- You name every single model in your army.

- You paint yourself green and run around shouting Waaah!

- You know how old Jervis Johnson is (*don't be silly, not even Jervis knows how old he is!* - Ed.).

- You write down the entire Orc language
- You can't get into your bedroom for all the boxes of miniatures.

- You try to make a table so big you could fit the whole of the Old World on it.

- You ring up Mail Order just for a chat (*Now that is sad* - Ed.).

- You start to wonder if Chaos Armour comes off and how the Warriors go to the toilet.

remember watch out for those dice! They won't get me in here, in my water-sealed, bomb proof, airtight box! No they'll never get me now. Strange! Air... getting... thinner... gasp! Feeling... funny... strange punctuation... @... &... !... ?...

- Owen Poole

WARHAMMER WRESTLING?

I would like to strongly agree with Jay Toscano's letter (CJ32) where he says that beards are the beards because it is the only way in which they know how to game.

Now, here are some of my ideas that I would like to see:

- More Necrons!
- Please, please, please make the models for Wayne Oldfield's incredible Halfling Army from issue 36.

- Bring back Necromunda and Warhammer Quest.
- More plastic Beastmen.

sometimes hard reading words that go into the middle of the mag. Ps Kudos on Warhammer: it's brilliant!

By the Emperor's throne Felix ubat have you been living for the last year, doing in a ubeely-hin?

Have you not beard of the Journal's sister

publications: Gang War and Deathblow for Necromunda and Warhammer Quest respectively? I suggest that you get yourself on the 'trumpet' and give the Trolls a ring at Mail Order so you can order some issues.

As for all of your other demands I'm sure that they will be met eventually (well, maybe not the Halflings!). But Warhammer wrestling? Hulk Halfling? Rowdy Roddy Plague Monk? Stop it, my brain hurts - Ed.

THAT'S MAGIC

How can magic items such as *The Black Gem* and *The Heart of Woe* be

strikes from the Bike Squadron and caused considerable damage to them.

In the Second Battle I used a unit of Storm Troopers who were holding a bunker and some ruined buildings in a town under attack from Orks. The mission was for the Orks to steamroller the Imperial Guard. The Orks didn't have it all their own way, for the small unit of Storm Troopers stood their ground and by dogged determination, managed to beat off the terrible Orks.

The lesson learned is, that Storm Troopers are some of the toughest troops available to the Imperial Guard player. Storm Troopers are almost as tough as the Space Marine Scouts, and marginally tougher than Cataphracts as well.

Storm Troopers are very effective and definitely influence any battle that

defeated but inflicted 30% casualties on the Space Marines, including two Terminators out of a 6 man squad, a tactical squad lost four Marines, including the Veteran Sergeant and a Scout Squad lost two.

I hope, therefore, to add a heavy weapons squad of Stormtroopers, and one question, what about a command section? I suppose that was part of the function of the Last Chancers and Col Schaeffer but an Officer for the Stormtroopers – perhaps a Major as C.O – might NOT go amiss, either.

– Stephen Farthing

MORE SILLINESS

You know you've been gaming too long when:

- You start discussing tactics with your general model.
- You say to your mum 'this food is not fit for a human let alone an Elven

- You write 'You've been gaming too long...' letters.
- You start resembling Jervis Johnson.

• You discuss tactics with your general model and he starts talking back to you!

• You think that the dice have formed a conspiracy against you.

• You sacrifice your hamster to Khorne.

• People with metal detectors turn up at your house because of the amount of miniatures that you have.

• Your campaign against the evil dice conspiracy leads you to burn all of the dice that you come across whilst laughing maniacally.

• You try to raise your hamster from the dead.

• You are locked up for insanity and cruelty to dice.

So now you know which people to look out for and

- Whatever happened to the forgotten armies of Chaos Dwarfs and Dark Elves?

• I want to see more Dwarfs and Tyranids

• A Warhammer wrestling game would be so cool.

A Warhammer wrestling game would be so cool.

And finally I would like to say that I have only just started reading the Journal and wish that I had started ages ago because it's the best thing since Dwarf ale! I must be off now, nurse says I have to go back to the room with rubber wallpaper and take my little red pill.

Yours Psychopathically

– James Felix
a.k.a 'The Obsessive'
Coventry

Ps I agree with Chris Frossin (CJ36), have Mailbag going from the top of the page rather than across as it is

considered beardy? After all, weren't they added to the game in order to stop the super-characters that were creeping in. I feel the bad reputation of the *Black Gem* and similar magic items has developed because people don't use them for the purpose that they were designed for. Examples of the misuse of these items include; putting a low level character on a flying monster with the *Black Gem*, in order to hunt down high level wizards or generals, and a Vampire with the *Carstein Ring* and *Heart of Woe*.

A lot of people write into the Journal condemning magic items and demanding increases to points values or changes to the rules. This wouldn't be needed if people played using the rules as they are intended to be used, rather than looking for holes to exploit.

– Barrie Voice

e-mail us with your opinions to:

Mailbag

journal@games-workshop.co.uk

I'M FANATIC ABOUT FANATIC!

May I begin by saying how much I appreciate the Black Library's contribution to our hobby, the recent trend towards limited background in the codexes is useful from a cost perspective but lacks in colour. The Black Library makes up for this

Re-releasing old and very old games for a new generation of players and for those who missed them first time around!

In spades by adding the complex layers of background and colour that older gamers miss. In this vein I have a few ideas that I would dearly love to see taken up by the Black Library that might further our hobby. The core of these ideas is stolen from an interview with Jervis Johnson on the Warhammer Players Society website... Games Workshop Gold. In essence, re-releasing old

plastic model technology would have on the look of this game. Get one of the tank designers from Forge World to stop making ten thousand weird armoured vehicles and start making battlecars and crew! (*I seriously hope that Tony Cottrill hasn't just read this -Ed*). Sell track sections separately and not at enormous cost and you have a winner I feel!

Skirmish 40k: A re-release of 2nd edition 40k, possibly all of the cards (wargear and psychic) from the Dark Millennium set combined into the book like the Warhammer Magic book to save space and sell the card decks separately if players want them. Publish all of the army lists in the back (no background so saving space) and include the datafax's in with the army lists. Market it as small unit actions for 40k - ideal for those on a budget - with the more detailed weapons and psychic system as feasible for

army cards if people want them. Call it what you like, Titan Legions, Advanced Epic etc. This one, I accept, may be a big book and worth more like \$30.

I feel that achieving the above could be done with very little work (you only need an editor) and at limited expense due to not needing boxes, miniatures, templates and so-on. The biggest factor of course would be to further Black Library's mission (as I perceive it) to expand the horizons of our hobby and possibly tempt back some of the more 'serious' (I call it sad) gamers that now slag off GW in the popular wargaming press.

Finally, two more ideas: Firstly, a little support for us Warhammer Fantasy Role-players would be nice. Forge World could make some nice civilian models for Warhammer and some more female characters for all races would be good! Secondly,

Bowl, Epic, Necromunda and Warhammer Quest we know that a fanatical support for them already exists within the gaming community and we hope to be able to reprint the rules and release new miniatures for them. I think that you may have misunderstood our stance on this slightly because we will be unable to just resurrect any game and we certainly won't be bringing back any of the older editions of the rules - *ubot would be the point in that?*

Fanatic is hopefully going to be very big indeed and the prospects of what we can achieve are very exciting.

MORE DOGS OF WAR

I've just finished reading the rules for the mercenaries Ghazak Khan and Oglaah Kahn (WD321) and it mentions the empire of Hobbogbla Khan being the greatest in the world, this made me go back and look at 'the silk road' section of my

has the same option of picking that army so it just becomes another part of the tactical puzzle (especially because when my friends and me play we don't tell each other what army we're going to be playing with.). My friends and I like trying to get our own back in the next battle and this all adds to the enjoyment of it. I do think that people who try to 'bend' the rules should be sacrificed to Khorne though.

- Keith Brown

CYBERTASTIC

I am a big fan of Games Workshop and particularly of the Citadel Journal as I am currently incarcerated in officer training here at Royal Military Academy Sandhurst. The Journal keeps me up-to-date with what the real gamers are up to out there in the normal world. However, the bi-monthly fix is not keeping me satisfied. I have tried finding good web-sites out there on the internet but am usually

limited numbers of troops.

and very old games for a new generation of players and for those of us who missed them the first time around! Whilst I accept that the Games

Developers are never going to do this I feel that this project is right up Black Library's alley. As the demand for some of these games has never been great I would

advocate limited print runs of each with only perhaps one copy of each game in the stores and the primarily availability of miniatures and components being

through Mail Order. Market each game as a book like Necromunda, the new 40k and Warmaster at around £15-20 with a full catalogue for components and

miniatures at the back and photocopyable templates provided or plastic ones available through Mail Order. Top on my list for 'what I'd like to see' are:

Dark Future: Just think of the impact that new

Epic 40k: Come on chaps. Epic died faster than a mayfly and it didn't really deserve such treatment. Re-release in all-three-books-in-one format and make a lot of little guy fans day.

Man 'O' War: Same treatment as Epic 40k, put the Plague Fleet and Seas of Blood supplements in the same book and supply the ship templates in the book for photocopyer addicts whilst selling the nice card ones for a small fee.

Titan Legions: Hold on, you say, you want us to release Epic 40k? So what's all this? My reasons for wanting a return of 2nd edition Space Marine is that it was a more characterful game than version three and perfect for the complexity junkies amongst us. Combine the Titan Legions rulebook and all three supplements into one book with proper army lists and sell packs of

how about some 'real-life' stuff? You have Jervis Johnson, Rick

The biggest factor, of course, would be to further the Black Library's mission to expand the horizons of our hobby...

Priestley and the Perry's with their brilliant Ancient Battles project. Why not tap some of this and put together a few 'real world' rules sets? That one really is a shot in the dark! Keep up the good work!

**- Jeff Scarisbrick-Wright
Wisbech**

Nice one Jeff, it's good to know that some people have an idea of what we are trying to achieve with Fanatic. Although we hope to support as many of GW's older secondary games systems it would be folly to believe that we can simply bring them all back from the dead! For games such as Mordheim, Battle Fleet Gothic, Blood

dogs of war book. This mentioned the great empire of Cathay, now why are the two biggest empires in the

Warhammer world not present on Warhammer battlefields. I think it's about time they should be. This also got me

thinking about the other nations that have no armies present on the battlefield, Araby, Estalia and Norsca. Please, please release one of these soon

as it would make me and my friends very happy and make warhammer fit even more into its background. Anyway, it's about time you released a new army for Warhammer as its been a whole six months.

On another point I think that there is nothing wrong with beardiness in the way that you imply. In WD 1 often read about beardiness as picking unfair armies. If you've done your job properly there shouldn't be any unfair armies. Everyone

disappointed.

As you seem to have your ears to the cyber-ground could you publish a list of the best sites world-wide - particularly chat-rooms where I can discuss the agenda of the moment? Meanwhile, keep up the good work. Is Imperial Armour working on anything for Space Marines yet?

**- R. T. V. Jenkins,
Camberley**

Cheers for your kind words chap, always well received! The trouble with the internet is that there is an awful lot of rubbish out there and you have to dig to find the gems. What a good idea it would be to have a constantly

updated column of some of the best sites and chat-rooms. I think that we'll have to get that idea into operation for the near future. As for Imperial Armour there's nothing planned for Space Marines as yet but keep you eyes peeled - Ed.

e-mail us with your opinions to:

Mailbag

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WARPED VISIONS

This month Warped Visions returns with some great images from some talented artists.



Portrait of a Daemonette, by Steve Hanford (brother of Martin) from Herefordshire.



Imperial Preacher with familiar, by Steve Hanford.



A Kroxigor batters two Chaos Warriors, by Christian Fell.



Imperial Missionary, by P Siako from Belgium.



Valhallan 'eighty-eight' dispatches a Carnifex, by Owen Morris, from Moray, Scotland.



Space Slann, by Jason Hightower.



Nurgle Plague Marine, by Jason Hightower from California.



Warhammer Empires Weekend

15th and 16th of January GW HQ

Hi, I'm Alex Fennell, from Nuneaton (see dubious photo) and I thought I'd submit a report about the recent Warhammer Empires weekend that I took part in. I have been playing GW games since the days of Blood Bowl and Dark Future, and in the main play 40K – generally fielding a large Saim Hann army that regularly clashes with the Imperium. I have never really got round to playing Warhammer very much, and the Warhammer Empires weekend held at Lenton over the 15th and

Weekends of War

A report on the Warhammer Empires Weekend at GW HQ Lenton and the Portsmouth Gaming Club Tournament

By Alex Fennell

16th of January 2000 was the first time I had played Warhammer with anyone outside my normal gaming group. To be perfectly honest, although I possess a reasonably large Dark Elf army it had been tested in battle a grand total of five times prior to this campaign. However, I figured that a Warhammer campaign weekend was a great way to be introduced to the game as there would be no pressure or stress to perform well. As a result I looked at it as an opportunity to have a laugh and meet other people interested in the GW hobby.

Of course I wasn't going into battle totally naïve. For instance, my comprehensive build-up training of five games had taught me the

following lessons about my Dark Elves.

1. Don't get charged by Bretonnian knights.
2. Don't get bogged down fighting Chaos Warriors with halberds.
3. T3 troops die easily.
4. Try not to use Dispel as power cards, as they will invariably be needed in the next magic phase.

The fact that I hadn't won any of my practice games was not much of a concern for me. The way I looked at it the only way was up!

So, armed with my meagre knowledge of the rules I drew up a 1750 point army ready to do battle for the glory of Khaine. I had already decided that if it were at all possible I would try and avoid any battles, and just spend the whole weekend plundering villages. My mighty army comprised of the following:

Jeremiah Kool – Dark Elf General on Cold One. Heavy armour, shield, lance, two-handed weapon.

Leading the Flashing Blades – 9 Cold One knights plus standard with lances.

Mariah Karey – Level 2 Sorceress.

Val Killmore – Level 1 Sorcerer.



Two of our armies the Bretonnians and Orcs get slaughtered by some blasted Wood Elves

Baron Greenback – Assassin with two weapons and light armour.

For Regiments I chose the following:

The Darkside Cowboys – 20 warriors with shields and light armour, plus standard bearer and musician.

The Naggaroth Nightwings – 15 corsairs with two hand weapons, plus standard bearer and musician.

The Lone Rangers – 10 crossbowmen.

The Dealers – 2 Repeater bolt throwers.

The Dregs – 8 Harpies.

(Sounds a bit like these lads would be better off on the Blood Bowl pitch – Ed.)

My plan was pretty simple. The Cold One knights would charge as soon as possible, while the main infantry units would mop up what was left. Of course to all those of you who have played Warhammer for ages this was probably a stupid plan, but bear with me; I'm new to all this.

Upon arrival on Saturday morning the players were assigned either an Empire, or told that they were to be freebooters, army generals who would ally with an Empire for money. The rules for victory were quite straightforward; the Empire with the most territories (each started with three) would win the campaign. The freebooter general with the most money would win the freebooter competition.

Initially I found myself a freebooter, but decided that my talent would best be served as part of an Empire (where my inexperience would not count so much). It was quite straightforward to



A scene of frenetic gaming

get a transfer and I found myself fighting for Empire A – 'The Alliance'. We were a pretty mixed bag, consisting of three Dark Elf armies, two Chaos armies (Khorne and Slaanesh), two Vampire Count armies (Blood Dragon and Lahmian), a Skaven horde and an Orc and Goblin force. The Slaaneshi general was chosen to be our leader. Well at least to begin with anyway!

Our first phase started rather well. I actually won my first ever game of Warhammer, defeating an Empire army, though the Cold One knights had been reduced to four models by the time they made it into combat. In addition to my victory, enough of my fellow evil generals won to mean that we had taken a territory from the namby-pamby Empire B (a bunch of 'good guys'). In the diplomacy

phase various monies were exchanged with freebooters and assassination attempts were staged. Our Slaaneshi general successfully defeated the assassin sent against him, but then faced a coup orchestrated by our very own Skaven Warlord. Nobody wanted a rat in charge so his attempt was unsuccessful, and for his pains he had to fight a particularly difficult Lizardman army in the next round 'to prove his loyalty.'

Our second game was not so good. Although I managed a win against a Chaos army (without the loss of a single model! This was two wins out of two, I was feeling pretty chuffed!) the Alliance neither gained nor lost any territories. After the battle I went to see Jervis to ask if my recently victorious army could rampage through some



The Flashing Blades and the Dregs kick some butt



Val Killmore isn't scared of the Daemon Prince

villages. A few dice rolls were made and a number of prisoners were captured by my forces and then sacrificed to Khaine in return for a magic item. I could have gone to reinforce one of my allies, but I thought a slave raid was far more in keeping with my evil army. Meanwhile our enemies Empire B had lost yet again, and were now down to a single territory. Our other neighbour Empire G (a similarly evil group, with

again stood for leadership, and was this time unanimously voted in. Primarily because he had promised to buy us all a drink if we let him be in charge!

The third and final phase of the day saw a reversal in our fortunes. We managed to lose our newly gained territory to Empire C. I lost my own battle to a Slaanesh army, losing both wizards and then the general to the chaos



The Dark Elves take on the Empire

whom we had a very dubious non-aggression pact) had won yet again putting themselves in the lead with five territories. Still unhappy with our current leader, the Skaven general's joy was complete when a Vampire assassin killed the Slaaneshi warlord. Seizing his chance the rat

spawn spell. This even though my general had the *Spelleater Sbiel* (every army was randomly given three magic items at the start of the weekend, my other two being the *Amber Rod and Sword of Might*).

Not a great deal happened in the diplomacy phase. Our

Skaven leader survived, although dark plots were being discussed within the ranks.

Each player was then given three gold crowns with which to gamble with and gaming was halted for the evening. Through general skulduggery and wickedness Jeremiah Kool managed to acquire 27 of these, and instantly became the treasurer for the Alliance. Throughout the evening back-alley deals and dirty tricks were carried out by most of our players, and by the end of a very successful evening I had amassed (and then part distributed) over 50 crowns for the Alliance. Combined with our other players this meant that we were now the richest Empire, if not the most powerful.

The fourth phase on Sunday morning began with a surprise. By now thoroughly fed up with our furry general, the Blood Dragon knight led a bloody coup. After dispatching the short one in one round, he then SOLD the Empire to a freebooter who had decided he wanted to become an emperor! To make matters worse our new general was a Bretonnian Knight on a Dragon! Plans were instantly made to oust this usurper, but first we had to fight Empire G, breaking our non-aggression pact. They were the current leaders, with a whopping six territories. My own battle did not go particularly well. Facing a freebooter Vampire Counts army, my own force pretty much ran off the board in sheer terror. Intense negotiations then began (with me still holding some of the Alliance's treasury) and after handing over a large amount of money to my opponent he agreed to give me the win -

thus ensuring that our Empire won another territory, bringing our total to four.

The final diplomacy phase saw another successful coup. This time it was I who wrestled control from our despised general, the Bretonnian usurper. My victory was short-lived, however, as an Assassin in the shape of a Tzeentch Daemon Prince attacked my general. My bodyguard in the fight – a Khorne Daemon Prince – got completed trashed and then unsurprisingly my general fell too. Control of the Alliance then passed to it's sixth Emperor, another Dark Elf lord.

The final battle phase saw us attacking Empire G again, and because we had not been attacked in turn we were able to put two armies against each defender. I was allied with our furry ex-general and his Skaven horde, and we squared up to a very small Tzeentch Chaos army. In fact it was the army that contained the assassin that had killed my own general in the previous diplomacy phase and brought a premature end to my leadership of the Alliance. With such odds we were never in any real danger of losing, though at one point all but two of my units were fleeing from a *Terror-causing* Daemon Prince (fortunately they subsequently regrouped). Poetic justice was achieved when my Assassin Baron Greenback (armed with the recently acquired *Sword of Heroes*) killed the Daemon Prince general. The Cold One knights then broke a Horror unit, and ran them down with the help of a Manticore-transformed sorceress. That broke the Chaos army and ended the game. We won another territory, giving us

second place overall. Empire G had been reduced to just one territory and our original enemies, Empire B, had lost their only remaining territory in the final phase.

So ended a very enjoyable weekend. I fought five very good battles, met loads of great people and learned a lot about the game. The highlight of the weekend was all the double-dealing, conniving and back stabbing that we all got up to in the diplomacy phases. This 'acting in character' really made the weekend great, and the fact that at times we bribed our way to victory made our second place even more memorable.

So, fellow evil generals from Empire A. If you're reading this, get ready for the next campaign. I'll see you there.

game! My main army is a huge Saim Hann Craftworld Eldar force, but I can also field an Imperial Guard Cadian army and a Chaos Nurgle army. All my armies have lots of conversions, the main ones in my Eldar army being a Wave Serpent and a Wraithlord.

The tournament was run by the Portsmouth gaming club (Battleforce Pompey) over the weekend of the 5th and 6th of February, and comprised approximately seventy Warhammer players and twenty 40K players. I had heard about the tournament from John, the Portsmouth store manager and so as long practitioners of the art of 40K, my friend Matthew and I travelled down to test our skill against some different people for a change. On a side note, we both had tickets for the forthcoming Grand Tournament, so we also saw it



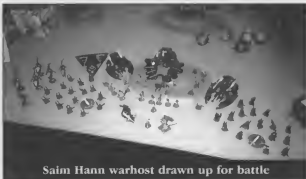
The Empire Alliance players

Portsmouth Gaming Club' Tournament 5th and 6th February

Here's an account of a recent Warhammer 40K tournament I took part in. I have been playing 40K for a very long time now, right back to the days when it was possible to 'temporarily distort' your opponent out of the entire

as a final chance for some last minute practice.

Although the rules were exactly the same as the previous Grand Tournament (with the exception that there was no break point rule), each player was allowed to take 1,800 points worth of troops. This allowed for a little bit of variety in what was



Saim Hann warhost drawn up for battle

for most people their standard 1,500 point force. The Warhammer section worked on a similar principle, but my interest in that section was only to wander around and look at the brilliantly painted models. Surprisingly (to me at least) my army was one of only two Eldar armies present, and fortunately the only one representing the wild Craftworld of Saim Hann. My force comprised the following choices:

Elites: 9 Howling Banshees led by an Exarch who has an *Executioner and Acrobatic* skills. This Squad is mounted in my scratch built Wave Serpent.

Elites: 5 Howling Banshees led by an Exarch who has a *Biting Blade* and *Crushing Blow*. The squad is mounted in a Falcon armed with a *Starcannon*.

Troops: 14 Guardian Defenders with a *Brightlance*.



The two Avatars clash

HQ 1: Farseer Ralthalmon. Armed with *Witchblade*, *Runes of Witnessing*, *Pistol* and the *Guide* psychic power. He spent most of his time in the Falcon with a *Brightlance*.

HQ 2: The Avatar

They are led by a Warlock with a *Singing Spear* and the *Conceal* Psychic ability.

Troops: 13 Guardian Defenders with a *Starcannon*. They are led by a Warlock with a *Witchblade* and the *Conceal* Psychic ability.

Troops: 6 Rangers.

Fast: 6 Jetbikes. Two of which are armed with *Shuriken Cannon*.

Heavy: Falcon armed with *Pulse Laser* and *Brightlance*.

Heavy: Falcon armed with *Pulse Laser* and *Starcannon*.

Heavy: Wraithlord armed with a *Brightlance* and *Shuriken Catapults*.

My overall battle plan was actually pretty simple: The army would generally hang back and use its anti-tank weapons to good effect, while the Wave Serpent would advance on a flank looking for someone to drop Banshees on. The Jetbikes would use their speed to draw out enemy units, and the Avatar and Wraithlord would try and make it into combat without taking too many wounds. Finally the Scorpions (in one of the Falcons) would be a little surprise for anyone who actually got near my battle line

I was not sure how this would work against Imperial Guard or Orks, having never fought either army under the new codex rules. Still, I had the basis of a plan; I would just have to make it up as I went along!

The first round was drawn randomly, and from then on each player fought against someone with a similar score to himself, again very much in the same vein as the Grand Tourney. The missions were either Dawn Attack or Cleanse decided by the players before the battle. Rather ironically my first round opponent was my friend Matthew! We have fought against each other so often I've lost count, but this was the first time we had ever been paired off at a

tournament. Our Dark Angel-v-Eldar battles are always very bloody affairs, with a huge death toll on both sides. For the first time though this was a pretty one-sided game.

It all started to go wrong for him when by the end of his second turn – he had hit one of my Falcons four times with lascannon fire from a Predator Annihilator, only to roll firstly two ones and then two twos for penetration. Fortunately for me I was able to destroy the offensive tank after that. Meanwhile I had destroyed his APCs, and the Vindicator blew up after killing a small handful of Guardians. It was then a straightforward job to mop up the surviving Marines, kill the three Ravenwing speeders (who failed every jink roll!) and then finish off the Terminator Assault squad. To totally add insult to injury my Wraithlord killed the Deathwing Master in close combat, even though he had a Thunder Hammer and Storm Shield. No doubt the Dark Angels are, even now, plotting their revenge.

I faced another Marine player in my second round. This time it was an unpainted (bit of a shame this, particularly as the guy actually worked for GW!) Death Company army. Now this was not strictly legit, as no one else had been allowed to bring 'opponents consent' armies to the tournament. After totally crushing his opponent in the first round, this player was told by the judges that he had to play as a Blood Angel.

Naturally the Blood Angels stormed towards my position as fast as they could (sometimes very fast indeed!) but fortunately for me I was able to shoot most of them before they got too close, and



Some Ork Warbikes in a spot of bother

only four Assault Marines and his Captain made it into combat. The Marines wiped out the Jetbikes, but were in turn killed by the Avatar. The Captain meanwhile took three combat phases to kill six Rangers, and was then killed by a massive concentration of Shuriken catapult and Starcannon fire. The final mopping up of Scout squads then began, and victory was once again mine.

My third game was against an Imperial Guard force. As I mentioned earlier, I had not played against these before, and looking at the firepower spread out against me it was indeed daunting. Unfortunately this was not a good game. My opponent and I just didn't get on, and it was one of the worst mannered 40K games I have ever played in. I will draw a veil over this disappointment, and suffice to say the end result was a draw, with exactly the same bonus points scored by each of us.

Thus ended the first day. It was not particularly clear who was winning, as there were a couple of people who had won all of their games and the

judges were keeping the results to themselves. As well as gaming there were also points to be picked up for army selection and painting, so it was still a pretty wide-open event.

The fourth day saw an all Eldar clash as I took on the other Eldar player (who was one of the guys who had won everything so far). He too had taken primarily Guardians, with Banshees and Scorpions supporting them. My main worries were his two Wraithlords, who would cause havoc if they got into close combat.

Typically there was not a great deal of shooting, the combination of short-ranged weapons and lots of cover meant that only the anti-tank weapons from each side could fire. The game was fairly balanced until in one turn I destroyed his last surviving Wraithlord, destroyed the Falcon carrying his Banshees and assaulted his advancing Guardians with my Scorpions and Banshees. The ensuing combat was very one-sided, with only the Farseer and Warlock bodyguard surviving

Weekends of War

out of over twenty Guardians. They died in the next turn. On the other side of the board my own Wraithlord and one of the Guardian squads killed his Banshees and Scorpions, only for the

would try to stay out of range and use the Avatar and Wraithlord to try and dent the initial mad rush. The Banshees would only disembark if there was a small squad to pick on.

twenty-six strong squad, but with his lower Toughness I was not surprised when he died right at the end (there were only five Boyz left by then). The Boss and retinue were left marooned in the middle of the table after their transport was destroyed, and two turns of concentrated heavy weapons fire finally killed them all off. Even my Rangers achieved something, killing the Big Mek as he attempted to plant super Stikk bombs on the Wave Serpent. By contrast my own casualties were remarkably light; only the Jetbikes and a small number of Guardians (oh, and the Avatar!) biting the bullet.

Thus ended a good weekend. As always, it was great to meet other 40K players, and indeed many of them will be turning up to the Grand Tourney, where we will no doubt be able to form a great pub quiz team. For my efforts I had managed to achieve second place overall, and was presented with Codex: Catachans, the Catachan boxed set and the Catachan Sentinel box – I wonder what my next army will be! Of course coming second means that I have scope to do one better up at Nottingham, namely winning (yeah right!).

Wraithlord to die against the two Exarchs. His Avatar made it into combat with mine, and actually killed him with the final dice roll of the game. It was a symbolic victory only because the only other enemy models on the board were the Banshee and Scorpion Exarch.

My final battle of the weekend was against another army I had yet to face – Orks. This army was a beautifully painted Goff force, and was judged to be the best painted army.

As befits a Goff army, the majority of the troops were huge squads of Boyz, supported by two Dreadnoughts and two Killer Kans. There was also a large anti-tank squad, and five War Bikes. The Ork Boss was mounted with his retinue in a large Battle-wagon. The Ork tactic seemed quite simple. Run towards my own troops as fast as possible. Although having never played against Orks before, I knew that they were deadly in close combat so I had already decided that I

The scenario played was dawn attack and both of our opening shooting rounds were pretty poor. I was slightly worried about the amount of dice he was rolling for his Rokkit launchers though. My tactic of hanging back and blasting things with high strength weapons worked very well. The Wraithlord did a great job of destroying the anti-tank Boyz and a Killer Kan in close combat and then tied up a twenty-six strong squad of Boyz for the rest of the game. The Avatar also tied up a



The assault of the Ork horde



Now there's a pleasant t-shirt!

Hot from the Forges

There's some cool miniatures to use in the scenario 'In the Dead of the Night', ace fleet deals for your battles of Battlefleet Gothic and we've even dug out the old Ambull model for 'Down Amongst the Dead Men'...

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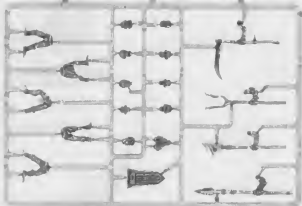
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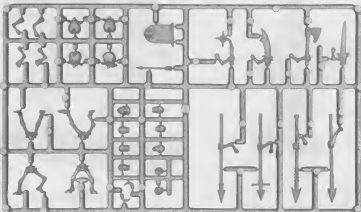
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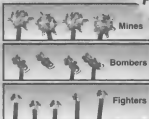
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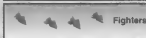
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Waargh!! Da Ork Bommer and Ork Fighta-Bommer

Models designed by Shane Hoyle, rules by Jervis Johnson

ORKY KNOW-WOTS

Up until now Imperial Armour has only produced excellent vehicle variants for your Imperial Guard armies. Well, this is all set to change! For the Orks have now got in on the act and have set their Mekboys hard to work building them some of the fastest, shootiest Bommers and Fighta-Bommers around so that those Ork players out there can give those pesky humies a taste of their own medicine... WAARGH!

Imperial Armour returns with its range of ultra-cool, ultra-detailed, ultra-specialist Warhammer 40,000 kits. These are individually made in hand-poured resin, and we're not making many of them. This issue we bring you the incredible Ork Bommer and Fighta-Bommer. And what's more, you'll only find the rules for using them right here in the Journal!

Watch this space for more exciting unique resin kits like the Lightning Imperial Attack Fighter...

*If you want to know more, send an SAE (or two IRCs) to:
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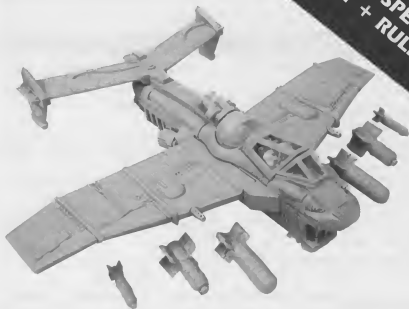
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**JOURNAL
SPECIAL
KIT + RULES DEAL**



ORK BOMMER
(This is a complete resin kit)

ORK BOMMER

	Points	Front Armour	Side Armour	Rear Armour	Bs
Bommer	132	10	10	10	2

Although most Orks prefer to have both feet firmly planted on the ground, there are a few irrational individuals who have a craving to fly through the air like a bird. Most flyboyz are Speed Freaks who just can't go fast enough wble on land and so take to the sky for the exhilarating feeling of plunging groundwards at the speed of sound! They are generally considered to be quite, quite mad by the other Orks, but when the fighter-bommerz dive down over the enemy, shootas blazing, engines roaring at full thrust, even the most die hard Snakebite would have to admit that there is something very satisfying about raining death from above.

The bommer is a 2 seater aircraft, with a pilot and a turret gunner.

Type: Flyer (see rules)

Crew: Orks

Weapons: A Bommer is armed with 3 x twin-linked big shootas (in nose, on wings and in rear turret) and 6 x bombs

HEAVY SUPPORT: BOMMER

A Bommer is a heavy support choice for the Orks.

SPECIAL RULES

Flyer: see special rules section.

ORK FIGHTA-BOMMER

	Points	Front Armour	Side Armour	Rear Armour	Bs
Fighta-Bommer	104	10	10	10	2

Although most Orks prefer to have both feet firmly planted on the ground, there are a few irrational individuals who have a craving to fly through the air like a bird. Most flyboyz are Speed Freaks who just can't go fast enough while on land and so take to the sky for the exhilarating feeling of plunging groundwards at the speed of sound! They are generally considered to be quite, quite mad by the other Orks, but when the fighter-bommerz dive down over the enemy, shootas blazing, engines at full thrust, even the most die hard Snakebite would have to admit that there is something very satisfying about raining death from above.

The fighter-bommer is a single seater aircraft, all weapons systems are 'controlled' by the pilot.

Type: Flyer (see rules)

Crew: Ork

Weapons: A Fighta-Bommer is armed with 2 x twin-linked big shootas (in nose and wings) and 2 x Rockits

Options: A Fighta-Bommer may carry 2 x Grot Bombs in addition to the rockits.

HEAVY SUPPORT: FIGHTA-BOMMER

A Fighta-Bommer is a heavy support choice for the Orks.

SPECIAL RULES

Flyer: see special rules section.

AIRCRAFT RULES

The following new rules are needed to use flyers in your games of Warhammer 40K.

Flyers

Flying vehicles require rather a lot of special rules to cover their movement. They start the game off the table, and then basically carry out an 'attack run' by flying over the table in a straight line. The following rules explain how this works in a game of 40K.

Flyers always start the game in reserve, even in scenarios that do not normally allow reserves to be used. Roll a dice for them each turn, starting with the second turn, as you would normally for a reserve unit. When the flyer appears, place it on any table edge, facing in the direction you wish it to fly. It will not

actually move until the opponent's turn, but placing it like this equates to the opposing army hearing and seeing the flyer appearing on the horizon! Because it's not really got to the table yet the flyer may not shoot or be shot at until it makes its attack run.

A flyer makes its attack run after the opposing player's movement phase, but before their shooting phase – in effect you 'interrupt' their turn to let the flyer make its move. (If several flyers all arrive at the same time, make their moves in any order you like and then move onto the shooting phase.) Move the flyer in a straight line any distance you like across the table. The flyer will get to make its attack at the end of the opponent's shooting phase, after the opponent has had a chance to fire at it.

After making the move, play returns to the opponent's shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons. Measure the range to the flyer's base, or to any position the flyer occupied during its move before it reached its final position (i.e. the shots can be assumed to have taken place as the aircraft moved). Then add 12" to the range measured to the base to find the range to the flyer. Roll to hit the flyer with a -1 penalty to hit and roll for damage normally, counting the flyer as a fast-moving skimmer (i.e. all hits are glancing). Stunned and shaken results stop the flyer from attacking but have no other effect. Immobilised results destroy the flyer. Note

that the LOS can never be blocked between a flyer and a target, either when it attacks or when it is shot at (unless target is in a building).

Assuming the flyer isn't shot down or suffered a stunned or shaken result, then it can make it's attacks after the opponent has finished his shooting phase. The flyer may pivot up to 45 degrees either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved.

Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity!). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

The flyer can make further attack runs. Roll a D6 at the start of the next friendly player turn, and position the flyer on the table edge in the same manner as when it first appeared on a D6 roll of 4+. On a roll of 1-3 the flyer doesn't return this turn, but you may roll again for it in your next player turn.

Rockit Racks & Bomb Racks

These weapons may only be fitted to flyers. Bombs count as mortars (R48", S4, AP6, heavy 1 blast, may pin), while rockits as hunter-killer missiles (unlimited range, S8, AP3, heavy 1). Both must be fired forward in the direction that the flyer is pointing. If a flyer has several bombs count each as a separate mortar in a 'battery'. Rockits and bombs can be used once per game and may not be fired again.



ORK FIGHTA-BOMMER
(This is a complete resin kit)

The Grot Bomb works in the same way as a normal bomb, except that it counts as a Griffon Mortar (R12-48", S6, AP4, Ordnance 1 blast). In addition the Ork player may reroll the scatter dice if he doesn't like the first result (he must accept the second roll though!).

Anti-Aircraft Mount

An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mount. An anti-aircraft mount allows the weapon to shoot at flyers without having to add 12" to the range or suffer the -1 to hit modifier. It also allows ordnance and barrage weapons to fire at flyers (you score a hit if the flyer is under the template, but can't hit ground targets as well). Weapons fitted in anti-aircraft

mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine. In addition, they cannot shoot at targets that are at ground-level and within 12" of the weapon, as they cannot be depressed low enough to shoot at such a close target. The guns fitted to the Hydra tank or Hydra flak platform count as being in an anti-aircraft mount.

LOOK OUT FOR THE LIGHTNING IMPERIAL ATTACK FIGHTER AND JERVIS'S DOGFIGHTING RULES WHICH WILL BE STRAFING THE PAGES OF THE JOURNAL SOON!

Dark Night

A Gorkamorka scenario

By Nicholas Piachaud with lots of help from Dalga Faik

Dose Mad Yoofs

Of course, I suppose, you'll want to know what kind of twisted mind could possibly think up such a scenario? Well it's me, Nicholas Piachaud, I'm sixteen years old and possess an irrational hatred of Richard Whitely. (Why's that irrational? - Ed.) Spending a lot of my time painting my armies, I rarely get a chance to actually test them out in battle, instead preferring to hone my painting skills so occasionally my battle plans work. More often enough they don't. So life goes...



Nick

At the present I'm collecting a converted Samurai Blood Dragon Undead army, replete with katana wielding Vampire maniacs converted from everything from the Dark Eldar range to the Battlesisters of Mordheim. The army also includes a Black Coach converted from a Dark Elf Cauldron of Blood, along with a Grave Guard unit built from the Chaos Warrior sprue. For some reason, the image of Undead (with big swords) seemed to be too appealing to ignore.

I also play Necromunda and, of course, Gorkamorka where my ladz, the infamous Reaperz, rocked and reared their way through the campaign. Somehow they won the last battle they ever played, although by the end of it they were so full of lead they could have restarted their careers as a

(green) pencil set!

I also love drawing and writing. And Aerosmith. And Metallica.

I received lots of help, much needed support and coffee from my mate Dalga Faik. He enjoys Metallica, coffee and a variety of other wholesome entertainments. He also plays Skaven and Orks. Very occasionally he wins. Which is good. Admittedly more often he loses. He isn't bitter. Dalga is also 16 years of age and, like me, has just started his A levels. In particular, we find games of Warhammer (etc) a great break from stuff like, er, history, because mindless bloodshed is such an easy way to relax from learning about, er, mindless bloodshed. Oh...

Dalga also enjoys writing stories, watching TV and listening to (heavy metal) music. much like me. He provided lotsa help with this scenario, as well as the camera and the games table.

He is endlessly coming up with new ideas for



Dalga

the Games Workshop universe. I still don't talk to him after the mass carnage his Khorne Necromunda Gang with Powerclaws caused. But his imagination is endless, and he has already got his name into da Journal once. He has more luck in Gorkamorka where his ladz enjoyed a long winning spree. Although we are sure there is a cunning and detailed strategy that Dalga applies to all of his games, either of us have yet to find it.

Things that go bump...

'There are stories out there. Not many, not very well told, but still...'

One such concerns a place, between the fortz and Mektown. They call it 'Snagga', an old fort situated in the middle of nowhere refitted by a rich and powerful mob to be a drive-thru bar for other mobs.

Recently, tales are that Snagga has been acting strangely. Tales are that the mortality rate for visitors to Snagga's bar has been a little high, even for an Ork bar. There are those that say something has come to Gorkamorka. Something dark and very scary...

Dark Night is a special one-off scenario influenced by films such as *Dusk till Dawn* as well as combining elements of *Aliens* for good measure. This is a scenario for experienced mobs only as it is quite difficult. It's also tense and exciting but can rapidly deteriorate into a bloody massacre. I guess the purpose of this is to say, well you have been warned (evil laughter).

BACKGROUND

On the way back to Mektown, your mob has decided to drop in on Snagga's fort, which you have heard sells the finest fungus brew around for the best prices. You mob joins the inevitably large queue of thirsty boyz struggling to get a beer, and as the twin suns set over the horizon the only sounds audible are the honking of horns and shouts of assertive encouragement.

As night falls much to your mob's relief they finally pull up outside Snagga's fort and somehow bribe the Ork at the gates to let them in. Or hit

him hard until he lets you in, anyway.

As the night wears on the collective boyz get drunker and drunker when, suddenly, the lights go out and the place is plunged into darkness. Screams fill the air. Then louder screams which didn't sound like a mob enjoying a drink. Your mob beats a hasty retreat and so misses out on the pleasure of being decapitated or disembowelled, or any other yucky things starting with 'd', perhaps the most obvious one being death!

Checking their weapons and equipment, the mobs decide to make a bolt for the gate, get to the buggies and ride off into the night.

This scenario is only suggested for Mobs with a fairly high rating because it is rather bloody.

middle of the table.

Intensive playtesting of this scenario shows that two forts combined is more than enough space, since we used two mobs.

MOBS

Any number of mobs may take part in this scenario, however players should note that should you have more mobs, the size of the fort should also increase. Actually, the more mobs there are, the more fun this scenario is.

Mobs may have all of their members available for this scenario.

Old Battle Wounds and similar injuries (including *Permanent Damage*) that would keep a model out of the game outright are not applicable here.



There's trouble oop at t'fort

Part I: Gettin out of da Fort

Terrain: Use the Gorkamorka fort for Snagga. Feel free to add any 'Orky' extensions to the fort as you see fit. The Fort is the only thing we are really concerned with at the moment, so set it up in the

DEPLOYMENT

All of the mob's vehicles should be deployed no closer than 12 inches from the fort and all the members of each mob (except drivers) are deployed inside the fort, preferably together, but as far away from the fort gate as possible. All weapons may be



taken. Drivers, rightly suspicious of their vehicles being nicked by envious mobs, have elected to stay with their vehicles. This includes bike owners. There is a very good reason for this, which is detailed later.

SNAGGA'S MOB

As some of you may have guessed, Snagga's mob has been taken over by Genestealers! The Orks are

not alone on Angelis and some Stealers from a recently crashed spacecraft have come out of hibernation and are now looking to enslave the population starting with Snagga's mob. Snagga's mob is now formed of Genestealers and Genestealer/Ork hybrids. There are Genestealers deployed inside the fort, but they only come into it a bit later. Inside the fort are the Hybrids, an insane blend of Ork and Genestealer,

combining Ork strength and single-mindedness to Genestealer, erm, strength and single-mindedness. There are 2D6+2 Stealer Hybrids deployed inside the Fort, all armed with sluggas and choppas.

Snagga's mob is deployed along the top floors of the fort (battlements?), they should not be too close to the normal mobs. Use common sense, or if common sense is unavailable use a dice. They are assumed to be feeding or sleeping at this time believing themselves to have killed all the warriors in the fort.

STARTIN

The Ork mobs go first. Because it is pitch black in the fort, the Orks can only see D6 inches ahead of themselves. The only exception to this are warriors with *Bionik Eyes*, who can see clearly. The Orks are creeping around in the dark, occasionally brushing against a dismembered corpse or chitinous carapace, so they can only move as far as they can see. Their aim is to get to the fort gate and blow it wide open. The fort gate can be attacked directly with the mob's weapons, use the damage table from the rulebook to see what happens. However, treat any results above 1 or 2 as a 3 – as the gate cannot be destroyed by puny weapons! Boyz may scale the walls and jump out (cause da monsterz is up there in da roof). Therefore they just have to sit tight and wait for rescue. If an Ork can see a Stealer hybrid (within vision range), he can shoot at it.

BOTTLIN'

You cannot bottle out in this scenario. Where would you run to?

HYBRID AWARENESS

ID6	Result
1-3	The Hybrid doesn't see the Orks (unless they've have been shot at, of course!).
4-6	The Hybrid recognises the quivering Greenskins huddled together and explodes into action! If a boy is in weapons range the Hybrid will open fire. If the boy is in charge range the Hybrid will charge and fight in close-combat.

In subsequent turns, active Hybrids continue to remain active and behave as explained above, but inactive ones must test.

CAPTURED TABLE

ID6	Result
1-2	Dead. Capture by Genestealers is not pleasant and the unfortunate Ork is now as good as dead.
3-4	Multiple Injuries. The Warrior suffers from serious injuries.
5-6	Survived against All the Odds. Surprisingly the warrior has survived intact.

Special Rules

After each of the mobs have had a turn roll 1D6 for each Genestealer hybrid turn. This is the awareness of the Stealer Hybrid:

START THE CAR...

At the start of the second turn 2, the each mob's driver becomes aware of the screams from the fort and may immediately start up his vehicle and attempt to ram the gates to the fort. If a mob has more than one vehicle, decide which one will ram the gate. The others start up their engines and prepare for a quick getaway.

If a mob succeeds in getting through the gate, then in subsequent turns the Orks inside the fort may make good their escape and mount their vehicles.

When all models are aboard and all last minute worries are sorted out (left luggage, forgotten wallets, that sort of thing), the transport may screech off into the desert with all the ladz doing the Orky equivalent of wiping their brows and sighing, etc, etc. Which brings us nicely to...

Part 2: Da Chase

Part two of this scenario involves the mobs frantically attempting to put as much distance between them and the 'bugs' as possible. Unfortunately, the Genestealers themselves have been roused by all the noise, and are in hot pursuit. Part two takes place as a normal scenario, except that there is no scrap, the bottling-out rules do not apply because, well, you already bottling out.

Genestealers can see perfectly well in the dark, but unfortunately the Orks can't. To represent this, the Orks can only see Genestealers if they are within 6 inches. They may then do whatever the rules allow them to do normally (which probably means they cower in terror!). Note that Orks go into *Overwatch* in their turn, so if a Genestealer attempts a boarding action, it can be shot at while on *Overwatch*.

Genestealers follow the normal rules for boarding vehicles, but a roll of a 6 on their Initiative test means that they fail.

successfully escapes the tabletop is the winner. Serious Injuries are sorted out as normal, as is vehicle permanent damage. However, experience is slightly different.

EXPERIENCE

Any warriors that survived the scenario gain experience points as follows:

+2D6 survives

+10 wounding hit

+20 wounding a Genestealer (not a hybrid) in close combat

+20 winning

For the Nob of the winning mob.



Hordes of Genestealers set to make life very hard

DEPLOYMENT

The terrain should be the same as described in the first part of this scenario, but the fort should now be on one end of the table. Each mob deploys just before the gates to the fort. Hybrids do not take part in this scenario, only purestrain Genestealers. There are 2D6+3 Genestealers and they should be placed between the mobs and the opposite board edge.

WINNING THE SCENARIO

The first Ork mob that

+D3 Da Kings of Da Road
Every driver in this scenario gains extra D3 experience.

+5 penetrating hit
Any penetrating hit on the fort gate (including ramming) gains +5 experience points.

Bitter Enmity:

Since it is unlikely that the warrior will be fighting Genestealers for sometime, treat any roll of Bitter Enmity as what I term fearless, the warrior now no longer being affected by terror



Ramming speed!

The Aftermath

So there you have it, a scenario, ready, waiting and dripping with acid. If you really are serious about playing this scenario, then all I can say to you (if it's your mob in there) is, well, good luck. It should be tense, fun and exciting, and feel free to modify it as much as you like. I myself have managed to splice together Dark Night the directors cut which has extended action sequences, irrelevant scenes and is probably far too hard for even a 400+ rated mob gang to attempt. Anyway, good luck, and remember: it's okay to be scared.

On Conversions

The Genestealers themselves are quite easy to get a hold of, whilst hybrids can easily be

knocked together by some extra arms and claws and a Gorkamorka ladz sprue. I actually used some old hybrids I had created for games of 40K, before any of that stuff came out but the ways and methods of creating Hybrids are, well, endless. They were painted with purple skin although it might be interesting to blend Ork flesh with Genestealer by blending green and purple. Their uniforms were desert camo and silver but, again, you can basically do what you want.



Away and safe...

Genestealers and Hybrids

Genestealer Purestrains

	M	WS	BS	S	T	W	I	A	Ld
Purestrain	6	7	0	6	4	1	7	4	10

Weapons: Razor sharp claws and teeth (no armour saves).

Psychology: Genestealers are completely immune to all Psychology.

Pining: Genestealers are never pinned on combat, they're just too hard!

Chitinous Armour: Genestealers have thick hides which give them an armour save of 5+.

Fear: Genestealers are frightening alien creatures and cause *Fear*.

Genestealer Hybrids

	M	WS	BS	S	T	W	I	A	Ld
Hybrid	4	4	3	4	4	1	5	4	8

Weapons: Slugga and Choppa.

Chitinous Armour: Genestealers have thick hides which give them an armour save of 5+.

Fear: Genestealers are frightening alien creatures and cause *Fear*.



Ere 2 lotz ov narree 2pikie
kinkee Dark Eldar guhlz dat qrr
lookin fore a gud 2lap by zum
Orkee boyz...

Dok Butcha, with his faithful Gretchin assistant, Konvertit, bring you conversion and modelling ideas for the novice and expert alike. If you've got any ideas - however crazy - that would appeal to the bobby worldwide get in touch at this address:

Da Journal Bunker, Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, UK

The Cult of Endless Night

Converting an entirely female Dark Eldar army

by Duncan Sargent

I had collected many figures for Warhammer during my life but had always shied away from Warhammer 40K for some reason. However with the release of the Dark Eldar my interest was sparked. The Dark Eldar Wych cults grabbed my attention upon visiting my local store and I was particularly taken by the figure of the Succubus and so purchased one just get a feel for them. The army just sort of grew from there.

The trouble with collecting an all girl Dark Eldar army is that there are not that many Females Dark Eldar to chose from and so not wanting to duplicate my models and not wanting to merely bend the odd arm I was set for a long list of conversions, that encompass virtually every figure in the army. Nearly every figure is converted from either the Female Wych Succubus, Female Wych with Shardnet and Impaler, Female Wych with Hydraknives or the Wych

number five model. To this end I had to rely heavily on bits from the plastic warrior sprue as well as pinching bits from more traditional models such as Eldar Gunners. In fact the force has quite a heavy lean towards the traditional Eldar, especially where the heavy weapons are concerned, this did not particularly bother me as I was looking for an army that had a very different look about it. I decided that they needed a Wych cult name and I settled for the 'Cult of Endless Night'.

Wych Squad

The first squad that I collected was simply a Wych Squad. Converting ten or so different Wyches was not that difficult and just involved a few arm swaps and weapon changes, i.e. Impaler arms and splinter pistols, or using a shredder taken from the male Wych with assault weapons figure.

Twisted one of Commorragh...

I'm Duncan and I'm thirty-three years old and work as a civil servant in Dorset... I shan't say which department and it's nothing to do with tax! (Yeah, yeah we believe you Duncan no wonder why you like Dark Eldar so much - Ed.) Because I'm obsessed with kinky girls in p.v.c. (and who isn't? - Ed) I started collecting an all girl Dark Eldar army with almost every figure converted. It now numbers over a hundred models and although my painting standard isn't that great I've been told it has got better as time has gone by. The guys in the Poole store suggested that I should send in the piccies of my army to the guys at the bunker who just love this sort of thing.

After this though I wanted to expand the force and so I decided to purchase the Dark Eldar Codex. This seemed a bit daunting as I have never actually played a game of Warhammer 40K and I was merely interested in looking at other people's ideas and getting a feel for what the units should look like.

Cold One Riders Squad

The next figures I converted were not actually in the Codex but came from an idea I had from collecting Warhammer figures. I decided to get my hands on some Cold Ones and mount some Wyches on them; they seemed the ideal mounts for them and made for a cool alternative unit. These were difficult at first as I could not get them to sit comfortably on the Cold Ones, but then I discovered that if I used the Wych five model, (The one with the hair joining onto the outstretched arm.) for some reason the legs seemed to bend easier. I was particularly pleased with the Succubus of this squad, whom I named 'Squafalor'. I left the Splinter Pistol arm in place and just slightly altered the torso position. I then attached a spear to her other arm (after removing the knives) and mounted a whip on a spike made from a hydraknife blade on her saddle. She is mounted on the Dark Elf General's armoured Cold One, which has had the pole at the back extended to carry a standard.

Wych Warrior Squads

Whilst I was constructing the Cold One squad, I also turned my attention to the warriors. Although my army was essentially a Wych army



Wyches on Cold Ones, and why not...

I still wanted a lot of variety in the squads. I decided to make two squads of ten Wyches each but to arm them with Warrior type weapons like Splinter Rifles, Splinter Cannons and Dark Lances. This again involved massive figure conversions as each one had to be different. I purchased a box of plastic Warriors to use the weapons and spare arms from them. Some of the figures also carry Combat Knives of varying types, especially the Succubi (I decided to call them Succubi rather than Sybarites as they are Wych models). My favourite two conversions are a kneeling figure with a Dark Lance. This one was particularly difficult; so much so that at one point I almost gave up. The conversion involved separating the body and torso, repositioning the legs into a kneeling position, (a lot of bending and pressing and cursing, bruising of fingers etc.) then filing away at the right side to fit a Dark Lance arm, (from a Warrior figure, acquired from mail order) and finally making a support for the weapon from bits of spike and Hydraknife. The second one is carrying a Splinter Cannon and is converted from the

Wych five model. I used a plastic Splinter Cannon on which I had to reposition the arm. The left arm is taken from a jet bike rider and just seemed to fit almost perfectly into place. I rather like the motion in this figure, she looks as though she is swinging the weapon up to loose off a random volley, rather reminiscent of a chain gun in all those action movies.

Raider

With the main three squads now in place I decided it was time to add some vehicles. The first one was a simple Raider. The actual machine itself remained unchanged. The driver was left pretty much as it was except that I used one of the female torsos from plastic Warrior sprue. The gunner I replaced with a Succubus figure on which I removed both arms and attached the plastic gunner arms so that she could be placed in the appropriate position. I painted the Raider in the colour scheme of the rest of the cult.

Jetbikes (and sidecars!)

My attention was then turned to jetbikes. I was

becoming rather drawn to the concept of a bike and sidecar, possibly influenced by the Space Marine Attack Bike. I thought it was a good idea to have the Succubus in a sidecar, (rather like German officers in all the old war films) with both hands free to fire whatever weapons were at hand. The weapons in question for this were simple, as the model had been constructed from two Jetbike kits I decided on twin Splinter Rifles. The jetbike has the two engine exhausts showing which gives it the appearance of being more powerful than a normal machine. This actually looked quite good when I had finished it, after the addition of extra spikes filed down from shoulder spikes. The two riders are made from converted Succubus figures. I managed to get them to sit on the bikes with only minor tweaking of the legs. It was then just a matter of removing the figure's whips and repositioning the arms – the riders to the handle bars and the passenger, to the weapons. I allowed them to keep their Splinter Pistols in their right hands. I only made one other jetbike which was fairly standard, except that the rider was converted from the Female Wych with Hydraknives.

Coorand HQ

I wanted the figures for the HQ to be unique and not just converted from the usual stock of Wych figures. The model I chose for the leader of the cult was at that time the newly released Neferata from the Warhammer Vampire Counts range. She looked kind of elegant in a long flowing gown and fitted the bill for a



Jetbike and sidecar

character of nobility but without losing that fierce crazed, gladiator-type gaze. I was able to remove the staff and dagger which the model carried and replace them with a Shredder and set of knives. For her sidekick, I chose the Bretonnian Sorceress which I fitted with a Splinter Pistol and an Impaler. The Archon of the 'Cult of Endless Night' was made from a Dark Elf Sorceress which I gave a Splinter Rifle and a single

Hydraknife. She is the only figure not to have black hair in the cult, hers is a reddish brown, this is more to do with the way that my story was unfolding and the religious concepts with which it dealt rather than any modelling requirement, she also is in a long flowing gown type outfit rather than the normal Wych garb, being a leader of the cult I figured that she would have a certain status once taken out of the fighting arena.



Dark Eldar Lord and Archon



Succubus

For the officers I used a standard female Dark Lord figure as well as two conversions made from Kruellagh The Vile. My favourite one, has had the right leg replaced below the knee with one from the plastic Warrior sprue so that the foot is flat on the ground, the other leg has been raised ever so slightly and positioned on a small crate that was removed from an Eldar Gunner figure. The left arm has been totally cut away, (a job that blunted several blades in itself!) and replaced with a heavily reworked Impaler arm. The right arm has had the hand replaced with a Splinter Pistol. The other member of the command team is a Tech-Wych. I know that there aren't any in the Codex, but



'Tech-Wych'

given that they do have quite a lot of heavy equipment and that Wych armies don't have Haemonculi, I decided that someone needs to be there to see that everything runs as it should. This figure again uses parts from various models. Her legs are from the Wych five figure, whilst the torso, left arm, (with knives) and head are from the plastic warrior sprue. The right arm is from a Succubus figure; it is actually the left arm of the Succubus but it seems to fit OK and I have attached the original Succubus Splinter Pistol to it. The final attachment was the addition of a Tech-Marine Servo-Arm, which I removed from a backpack; this has been fitted to a shoulder spike.

The Daughters of Amen

I decided to introduce a religious sub-sect, that was called 'The Daughters of Amen'. They have been granted the use of ancient and sacred weapons drawn from what remains of the old Eldar arsenal. Each figure has been given a Shuriken Catapult, but to maintain that Wych quality also carries an Impaler. To add flavour to this unit, considering they are new to this religion I have included a priestess, who has been assigned to them to oversee their indoctrination. She was converted from a Mordheim Sisters Of Sigmar Augur. To fit in with the unit her left arm has been totally removed and replaced by a standard Female Wych Impaler Arm. The right arm is made from the plastic warrior sprue and she carries a special weapon which I created from a plastic Eldar Shuriken Catapult and a plastic Space Marine Bolter.

Prospects

My next squad is not really a squad as such but more of a concept. It is clear from the Codex that the Wych Cults are gladiatorial in nature. I paralleled this with a real world scenario of which I am familiar, this being that of motorcycle gangs. In some of these gangs, (no I don't belong to one and never have but do know several people who in the past have) if you wish to join you might be invited to 'prospect' and if after a suitable period you are found to be worthy then you can become a fully fledged member. I assumed the same would be true of any Wych



Merith

Cult worth its salt. To this end I decided to convert some figures to represent those who were prospecting to see if they were worthy of becoming members. Again the Sisters Of Sigmar provided the ideal miniatures for this given that the weapons they had could easily be removed and Wych Weapons attached. The Novices worked especially well. I painted their clothing in the same colour scheme as the rest of the army, but to signify that they were not full members of the cult I neglected to put the colour stripes in their hair.

Elite Wych Squad

I needed some elite troops. I decided to make another Wych Squad, whilst most squads had a figure that carried a small standard I wanted a big one to represent the whole army. The standard I printed on my PC pulling together images from various paintings that I have done over the years and reducing them to a suitable size. The main bit in the middle is the Shen Ring that is actually the symbol of my own House, (The House of Lone) the inscription for those who are at all interested in hieroglyphs reads: 'Homage to thee, Osiris, lord of eternity, king of the gods, many of names, holy of creations, hidden of forms in the temples, lord of praises, chief of the sacred food in Heliopolis.'

It is still however rather a large standard, so much so that I had to pack the under side of the base with bits of metal to make the figure stand up. As this was supposed to be an elite squad I wanted the leader to be the army's champion. Again she is converted from a Succubus figure and basically what I did was remove the arms then replace them with those from the Drazhar miniature, which I was able to get from Mail Order. Also I have glued a plastic pistol to her right leg as well.

Raider Squad

Something that I had overlooked in all this was the Raider, it was true that I had one, but I had no Raider squad. I considered that I could mount the Warrior Squad or one of the Warrior Squads on it, but then decided against this and

went down the avenue of forming a small five figure unit for this purpose. The squad was more tricky than it at first appeared. I had the idea of creating a unit that all had the same weapons, along the lines of the 'Daughters of Amen,' but as well as that, not only had the same basic colour scheme but had the individual parts of their clothing the same colours

arms as well as one made from a Wych five figure and a Female Wych with Hydraknives figure.

Scourges

I only converted six of these as all that hair on the Wych models I was using kept getting in the way in order to fit the wings and it was a pain having to file out a slot that exactly fitted the wing



The Daughters of Amen

rather than just the general overall effect. The weapons I went for were a Whip and a Splinter Pistol. These were probably the most readily available to me as I had an ample supply taken from Succubus figures which I had previously used. I already had a standard Succubus figure so I could not have one of them. I have one that looks very similar but if you look closely you will see that she has plastic arms, there is another one that looks similar but the Whip arm is a Female Wych Impaler arm and the right arm is actually the slightly repositioned Succubus left arm. There is also one in which the Whip and the Splinter pistol have been changed to the alternative

shape. I then had to try and build up the hair over the attached wing again using a resin glue so that it appeared to be flowing back over them. They have been mounted on flying bases so that they look more dynamic. The Succubus is converted from a standard Succubus figure and has been equipped with a Great Sword from a Warhammer Dark Elf Knight, (I think it came off the general I got with the Armoured Cold One) and a Splinter Pistol. Another has a Shredder whilst of the others, two have Dark Lances and two have Splinter Rifles. I tried to get a good picture of them but it was too fuzzy to print. However they can be seen in the one of the side view of the whole army.



Dark Eldar War Walker

War Walker

As for Heavy Weapons! Well first of all I had to think of a reason to have some, after all no Haemonculi, no Talos? First of all I rather fancied a War Walker. These seemed a feasible Wych thing as they are thin spindly and probably quite manoeuvrable and nimble. Once more Mail Order came to the rescue here. I was able to get the exact bits I wanted for the miniature. War Walker legs, torso, Wraith Lord, (Dreadnought.) left arm and power-plant; Ravager Disintegrator and Dark Lances. I cut a Dark Lance from a spare Warrior arm I had and mounted it in the heavy weapons space on the Power Plant. I then removed the standard Shuriken Catapult on the left arm and replaced it with the Disintegrator. The right side was fitted with three Dark

Lances in a triangular formation, these were mounted on a cut down spindle from a flying base which fitted neatly into the arm socket. The cockpit was scratch built. I used a Warhammer Horse base cut to size for the back with a grill plate which came from an old plastic kit of unknown origin. The floor was made from a cut down square figure base. The controls are again made from the spindles of flying bases and the front cover is from the bits of the cowlings I had left over from my Jetbike

sidecar model. I mounted a final Dark Lance underneath the cockpit and to finish the War Walker off I endowed it with copious amounts of spikes, as well as two scythes from the Talos model which have been mounted on top of the power-plant. The Wych pilot was again made from that useful Wych five model. I used the head and upper torso, (The bits left over from my Tech-Wych figure) I coupled these with a set of plastic legs from the Warrior sprue and plastic arms from a jetbike rider. Finally I fitted a targeter, (which I had removed from the Dark Lance under the cockpit) to her head dress.

Grav-Platforms

I then turned my attention to Grav-Platforms. These were easy, I just added those little plastic spikes you get with every plastic Dark Eldar

sprue and mounted twin linked Splinter Cannons on one and twin linked Dark Lances on another. The weapon operators were converted from the Succubus figure. I used various bits from the original Eldar Gunners to accomplish this, such as the button hand with the attached cabling. I also mounted them with the targeter from these figures. On one of them I fitted a spike from a jetbike kit under the raised foot to give extra pose to the model. With these however I wanted to put Scouts, the theory being that they could then be used to lay down accurate fire from an obscured position, especially as the Scouts would be equipped with targeters as well. The first one was a simple Wych five conversion. The other was a different matter altogether. I had several bits left over and no complete models to work from at that time so I decided to try and make something up, with I think quite good results. I used the right leg that I had removed from one of the Kruellagh figures the other leg was from a Succubus figure. The torso was from the plastic Warrior sprue as was the right arm which held a Splinter Pistol, the left arm being from a Succubus figure and carrying the standard Whip. Finally the head came from a Warhammer High Elf Maiden Guard figure and was equipped with a targeter from the plastic Eldar Guardian sprue. The figure was posed in a crawling position.

Rampager

There is one other model, (to date) in the heavy weapons category. I wanted

something that not only had loads of firepower but actually looked big and tough. I thought about getting a Ravager, but to be honest these look just as wimpy as Raiders. Still it had to be something Dark Eldarish? I decided to build a sort of Super Ravager and in the 'R' fashion have called it a Rampager. To do this I purchased a Raider and a Ravager model, I also had a Scatter Laser left over from a previous conversion and I got two Bright Lances from mail order. The first thing I did was to construct the two chassis as you are supposed to for the normal models. The drivers seating column was removed from both of them. I then removed the triangular front bits just level with where the hull butts onto it, cutting off the overlapping curved bit that goes back to the body on the right side of one hull and the left of the other. Then I filed flat two small sections on the rear engine part so that the two chassis' could be stuck together. In order to do this I had to trim the inside curved bits at the front which formed another contact point between the two pieces. This gave a vehicle frame that was already quite a bit wider than a normal Raider. Following this I glued one of the front triangular sections onto the front in the middle to form a single pointed bit like on the regular models. I adapted the undersides of these to fit into the fronts of the hull tubes and used just one of the triangular undersides for the front bit. After this I cut the opposite sides off the two parts that held the side-plates, (the bit that the figures stand on) and mounted these in the



Rampager – Nice!

normal way under the hull, but found that they were just a little short to join together. In order to give the whole thing extra structural integrity I used a strip cut from the sprue to join these together at the front and the back. The metal Ravager sides were then added as normal. The two spare side plates were butted together to form a wider platform that was then glued onto the top of the hulls to form a raised platform. I trimmed the two sides of the other front triangle to form sides for this structure. In order to extend this platform a little to the rear I used the bit off

the underside of the other front triangle. This was strengthened by a ram and more spikes were added and attached to the rear of the vehicle, sticking out over the engine outlets. This enabled me to glue a driver seating column in place in the centre. I was then able to add various other spikes and blades as normal.

At the front, (where the Dark Lance on the Raider would be) I mounted the Scatter Laser, I adapted a Succubus figure for the gunner, I also left the shield off the weapon as it then looked more pivotable. The two side weapons, (where



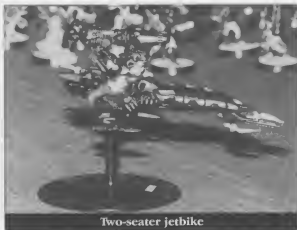
Close-up of the Rampager



Scourge on flying thingy!

the Ravager Dark Lances are) were actually twin linked Dark Lances. This was made possible as I had two metal ones and two plastic ones. I converted another Wych five model and a Female Wych with Hydraknives for the gunners, this required a lot of torso repositioning and also the arms had to be replaced with the gunner arms from the kits. The commander of the vehicle was converted from a Kruellagh model, she was positioned at the back where I placed two single side firing Disintegrators of which she was the gunner for one. Again I had to remove both the arms and (somehow!) work a set of gunner arms onto the figure. The other Disintegrator gunner was made from a

Succubus figure. The driver was the standard Raider driver but with a plastic



Two-seater jetbike

female torso from the Warrior sprue. This left just

jetbike bits left from the sidecar model. I added

several small spikes from the plastic sprues to make it look more Dark Eldar, then just stuck it onto the raised central platform. The gunner for this was again converted from a Succubus figure. Basically all I did was remove the whip and reposition the left arm so that it was attached to one of the handles on the gun.



The Cult of Endless Night



Above: The Blood Pool (mice!)



Above: Details of Sean Patten's Chaos Necropolis.

Left: Nurgle Tower and a gigantic Nurgle daemon (with trunk)

For more on Sean's Chaos terrain see pages 18-24



Master of Chaos



Above: Details of Sean Patten's Chaos Necropolis.

Left: The Chaos Blood Pool

For more on Sean's Chaos terrain see pages 18-24



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